

# How to Use this eGuide



This *Tron Evolution* eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

Enter keywords to find a specific word or phrase.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

For any other questions about your *Tron Evolution* eGuide, check out the help button.





## PRIMA ESSENTIAL GUIDE

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# THE STORY SO FAR...

**TRON: Evolution begins in 1989, seven years after the fall of the Master Control Program. As a prequel to TRON: Legacy, the game fills a critical gap in the canon's rich mythology, revealing the details surrounding Kevin Flynn's mysterious disappearance. But before embarking on this new adventure, review the key events leading up to the game's opening cinematic.**

## CHRONOLOGY >

### EARLY 1970s

Dr. Walter Gibbs leaves academia to found a garage start-up company he calls ENCOM.

### 1980

ENCOM creates its first mainframe.

The Grid forms within the mainframe as a place where programs can freely interact and games are played by programs.

Dr. Walter Gibbs creates the Master Control Program (MCP) to regulate the mainframe at ENCOM.

Kevin Flynn earns his doctorate from Cal Tech. He is immediately hired by ENCOM where he quickly climbs the corporate ladder to become a lead software developer.

Using ENCOM's facilities, and without the knowledge of his superiors, Flynn designs several games, developing *Space Paranoids*, *Matrix Blaster*, *Vice Squad*, *Light Cycles*, and numerous other titles.

Ed Dillinger fires Kevin Flynn, his rival at ENCOM, and takes credit for the games Flynn created under the radar.

Money comes rolling in to ENCOM as a result of the games Kevin Flynn designed.

Flynn and Dr. Lora Baines begin to date. It ends after a few months.

### 1981

Ed Dillinger quickly climbs the corporate ladder at ENCOM based on the success of the games he stole from Kevin Flynn and becomes Senior Executive Vice President of ENCOM.

Dillinger demotes Dr. Walter Gibbs, founder of ENCOM. Gibbs uses his free time to begin research on practical applications of quantum mechanics and lasers.

The Master Control Program evolves and gains control in the Grid. It begins consuming programs beyond its network in the real world and sends unneeded ones into the Game Grid to ultimately be destroyed.

Flynn buys an old arcade, calling it Flynn's Arcade, and uses his own games as the focal point of his business.

# 1982

Kevin Flynn hacks the ENCOM mainframe with his search program Clu to find evidence of Ed Dillinger's wrongdoing.

The Master Control Program, the overlord of the system at ENCOM, finds and derezzes Clu before he could access the data he was looking for.

Alan Bradley, a high-level programmer at ENCOM, has suspicions and creates a program named Tron to monitor the Master Control Program to ensure it stays in line.

Alan Bradley complains to his co-worker and girlfriend, Dr. Lora Baines, about Ed Dillinger and losing network access at work due to a hacker. Suspecting Kevin Flynn is the hacker, Lora convinces Alan to help warn him. Together, they break into ENCOM so Kevin Flynn can gain access to the mainframe.

Kevin Flynn is detected in the Grid by the Master Control Program while at a terminal in the Laser Bay.

After being digitized by a laser into the Grid by the Master Control Program, Kevin Flynn teams up with Alan Bradley's and Lora Baines' program avatars in the system—Tron and Yori. Together, they overcome the MCP and stop the corruption of the digital realm.

When Kevin Flynn is digitized back to the real world, Kevin Flynn has the evidence that he, not Ed Dillinger, wrote the games the company was famous for.

# 1983

Kevin Flynn becomes the Chief Executive Officer of ENCOM and begins work on a new digital realm—the TRON system. He recreates many programs based on familiar ones in the ENCOM system but with his own flare and ingenuity.

Flynn hires Alan Bradley as Chief Operating Officer of ENCOM.

The first program Kevin Flynn creates is a simple resource distribution platform called Shaddox.

Flynn recreates Clu, now as a control program, to watch over the TRON system when he is not inside.

Sam Flynn is born to Kevin Flynn and Jordan Canas.

# 1985

ENCOM has gone public and become the largest video game company in the world.

Flynn retires from game design to pursue digital research exclusively and focuses his energies on the TRON system—easily traveling in and out of the system by laser technology.

# 1986

ENCOM becomes an established powerhouse in computing and game culture.

# 1988

Flynn writes and publishes a book, *Digital Frontier*.

Flynn claims to have stumbled upon an incredible discovery that could change the world and promises to reveal details "soon."

# 1989

In the real world, Flynn disappears completely, leaving his son and company adrift.

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# HOW TO USE THIS GUIDE >>

**Welcome to the game guide for TRON: Evolution. Now that you know the backstory, it's time to enter the Grid. The information in this guide includes everything you need to complete the Story Mode and perform with confidence on the Game Grids. Here's a quick look at the guide's content.**



## SYSTEM INITIALIZATION

In the game, you play as a System Monitor program designed by Kevin Flynn. Study this chapter to learn the fundamentals of mobility and combat in the Grid with complete control schemes for every move, attack, and combo. Details on Versions, system upgrades, and vehicles are also discussed.



## USERS AND PROGRAMS

The Grid is populated by variety of programs, each with their own allegiances and agendas. In this chapter, all the major players are profiled, revealing each character's origin and proficiencies. Every enemy encountered in the Story Mode is also covered here, offering unique takedown tactics for each.



## STORY MODE

Flynn's System Monitor, Anon, enters the Grid at a critical period as a devastating virus threatens the stability of the system. Follow this step-by-step walkthrough to guide Anon through this epic adventure, helping him uncover the origins of this new threat. Included are tactics for defeating every enemy and boss, as well as the locations of every collectible.



## MULTIPLAYER

Even after you complete the Story Mode, the action is far from over. Enter the Game Grids and test your skills against friends and other online opponents in a variety of maps and game modes. This chapter includes everything you need to get started in a multiplayer match, including the rules and victory conditions for every game mode as well as tips for each map.



## APPENDIX

Flip to the back of the guide for several quick reference tables including detailed information on all Versions and System Upgrades. Criteria for each Xbox 360 achievement and Playstation 3 trophy are also revealed, including developer tips on how to earn each one.

# SYSTEM INITIALIZATION





# SYSTEM INITIALIZATION

*In TRON: Evolution, you play as Anon, a System Monitor program created by Kevin Flynn. Operating under the direct authority of Tron, Anon is tasked with restoring a sense of stability to the Grid during a period of unrest. In this chapter we take a close look at the gameplay fundamentals, including movement, combat, and vehicle operation. Details on Versions, system upgrades, and collectibles are also discussed.*

## INTERFACE AND CONTROLS >>

### EQUIPPED CORE DISC

This icon shows which Core disc is currently equipped. You can equip different discs by using the directional pad.

### XP BAR

This bar shows what Version you are and how close you are to leveling up.

### HIT COUNTER

Build up the hit counter by scoring consecutive hits on enemies. The counter resets after a few seconds or if you're hit. Bonus XP is added based on the range of hits.

### XP EARNED

This number represents how much XP is awarded. Bonus XP is awarded for derezing a target with a high hit count.

### HEALTH

The blue bar represents your health. As you take damage, the bar depletes. If the bar is completely depleted, you derezz and must restart at the previous checkpoint.

### ENERGY

Each white block of energy allows you to perform one power attack. If your energy is depleted, you cannot initiate a power attack.

### RADAR

The radar shows enemies and teammates when they're within your vicinity.



### TARGET INDICATOR

This icon shows which enemy is targeted. The target indicator is also a status bar, showing the targeted enemy's health.

### NOTIFICATION BOX

Each time you receive a new objective, level up, or retrieve a collectible, this box appears offering more details.

# CONTROLS

Action	Xbox 360	PS3
<b>Movement</b>	Left Control Stick	Left Control Stick
<b>Camera</b>	Right Control Stick	Right Control Stick
<b>Sprint</b>	(RT)	(R1)
<b>Block</b>	(LT)	(L1)
<b>Jump</b>	A	X
<b>Disc Attack</b>	X	■
<b>Melee</b>	B	●
<b>Power Attack</b>	Y	▲
<b>Activate NAVI BIT</b>	BACK	(SELECT)
<b>Select Heavy Disc</b>	⬅️	⬅️
<b>Select Bomb Disc</b>	⬇️	⬇️
<b>Select Stasis Disc</b>	⬆️	⬆️
<b>Select Corruption Disc</b>	⬇️	⬇️
<b>Activate Light Cycle*</b>	(RB)	(R2)

\* Multiplayer Only

## NOTE

If playing on the PC, it is highly recommended to use a wired Xbox 360 controller. Upon connecting the controller to your PC, the Xbox 360 control scheme is automatically mapped and ready to play.

## MOBILITY

Getting around Tron City and other locations in the Grid isn't as easy as strolling along a sidewalk. Anon's journey takes him high above the city streets, leaping from one building to the next, utilizing a series of wall runs and other parkour-influenced maneuvers. So before entering the Grid, take a moment to familiarize yourself with the basics of mobility.

## SPRINT



**XBOX 360**  
**Hold (RT)**

**PS3**  
**Hold (R1)**

By holding down the sprint button, you move much faster than normal, allowing you to quickly cover great distances. However, while sprinting, it's difficult to abruptly change directions, so always move in your desired direction before initiating a sprint. In combat situations, sprinting is a great way to escape enemies, especially if you're low on health or energy.

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## SPRINT JUMP



**XBOX 360**

**Hold** (RT) + A

**PS3**

**Hold** (R1) + X

Sometimes a simple jump isn't enough to leap across large gaps between platforms, so get a running start before jumping by holding down the sprint button. As you near the edge of your current platform, press the jump button. The sprint jump allows you to jump higher and farther than a standard jump. This is also the preferred method of initiating a wall run.

## WALL RUN



**XBOX 360**

**Hold** (RT), A *toward wall*

**PS3**

(R1), X *toward wall*

If you hold down the sprint button while jumping toward a wall, you'll initiate a wall run. If you contact the wall at an oblique angle, you run along the wall horizontally. Jumping toward a wall at a perpendicular angle causes you to run up the wall vertically. Both horizontal and vertical wall runs are essential for navigating Tron City and other locations. During a wall run, continue holding down the sprint button. As you lose momentum, you'll eventually fall, so look for another surface to move to before you lose traction. This may mean jumping to a nearby platform or to another wall—move the left control stick in the direction you wish to move before jumping. By jumping from one wall to another, it's possible to link multiple wall runs, allowing you to cross great distances or reach impressive heights.

## MANTLE JUMP



**XBOX 360**

**A, A** *on two-tiered platforms*

**PS3**

**X, X** *on two-tiered platforms*

When you encounter platforms with two tiers, jump up to grip the ledge of the lower tier. While climbing over the edge of the first tier, jump again to propel yourself upward. This is called a mantle jump. While it's possible to use vertical wall runs to scale such platforms, the mantle jump is a much faster method.

## VAULT



**XBOX 360**

**Hold RT toward low wall or vault object**

**PS3**

**Hold R1 toward low wall or vault object**

By sprinting toward low objects such as railings, benches, and consoles, you perform a vault. This launches you through the air. Sometimes vaulting is necessary to cross large gaps. Fortunately, vault objects along the critical path are always marked with a circular icon, indicating where you need to perform a vault to advance.

## BACK FLIP/DIVE ROLL



**XBOX 360**

**Hold LT + A in evasive direction**

**PS3**

**Hold L1 + X in evasive direction**

By holding down the block button and jumping laterally, you can perform an evasive dive roll or jump backward to perform a back flip. These moves are a good way to put some distance between yourself and an enemy, particularly if you don't want to turn your back to them. A well-timed back flip or dive roll can also prevent you from getting knocked back by enemy ground slam attacks, even if you're within the attack's radius.

## MAG DISC GRAPPLE



**XBOX 360**

**Hold RT + B**

**PS3**

**Hold R1 + ●**

Once you acquire the Mag disc upgrade, you can target red grapple points and launch yourself through the air. To target a grapple point, make sure it's in your line of sight and then press and hold the sprint button. If the grapple point is targeted, a V-shaped target indicator icon appears above it. Press the melee button to activate your Mag disc. The Mag disc pulls you toward the grapple point, causing you to fly through the air in an arc-like trajectory. It may be necessary to target new grapple points as you fly through the air, so continue holding down the sprint button. This allows you to automatically target new grapple points along your flight path.

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# INTERACTIVE OBJECTS >

During your journey through Tron City and other locations, you must interact with a variety of objects. Each object has a different function—some open doors, while others replenish your health or energy.

## SWITCHES



Initially, these hexagonal switches are red in color, indicating you must hit them with your disc to activate them. To target a switch, move toward it until a V-shaped target indicator icon appears above it. At this time, simply throw your disc to activate the switch, causing it to turn green and trigger a specific action. Switches may open doors, extend bridges, or activate machinery. At times a switch may be too far way to target, so you may need to jump or vault toward it. As you fly through the air, wait until the switch is targeted, then hit it with your disc.

## DISC STATIONS



Disc Stations are located throughout the Grid, offering you the chance to access the System Upgrades screen, customize your Game Grid loadout, or enter the Game Grids to take part in a multiplayer match. The System Upgrades screen is where you can buy new upgrades such as disc mods, software upgrades, new Light Cycles, and Game Grid enhancers. Each upgrade costs memory, which you earn by leveling up and attaining new Versions. If you want to take a break from the Story Mode, consider entering the Game Grids for a quick multiplayer match. Your Story Mode progress is saved at the Disc Station while you participate on the Game Grids. Upon exiting the Game Grids, you can resume your Story Mode game from the same Disc Station.

## ENERGY TRANSFER CONDUITS (ETCS)



Energy Transfer Conduits, or ETCs, resemble lit colored strips embedded in walls. Wall run across an ETC to replenish your health. ETCs are arranged horizontally and vertically, so respond with the proper directional wall run to maintain contact with the ETC as long as possible. The longer you remain in contact with the ETC, the more health you receive from it. ETCs differ in color depending on the location. In Tron City and Arjia, the ETCs are blue, while in the Bostrum Colony they're green. Regardless of color, all ETCs function the same way, so seek them out when you're running low on health. Once an ETC has been used, it loses its color for a few seconds and cannot restore health during this regenerative period. Wait until an ETC resumes its colorful glow before attempting to draw health from it.



## ENERGY OBJECTS



Energy allows you to perform your Core discs' power attacks, essential in any combat situation. But every power attack drains your energy, requiring you to replenish your stores. Look for white glowing objects such as consoles and the cylindrical energy nodes. Vault across these energy-laden objects to siphon energy from them. Each vault over an energy object restores one block of energy, shown just below your health bar. Vaulting over energy objects temporarily drains them, preventing them from providing any more energy for a few seconds. But when they resume their white glow, you can vault over them again to restore more energy. Derezzed enemies also drop energy pick-ups that you can grab to partially restore your energy.

## POWER NODES



Like switches, interacting with power nodes may trigger a variety of actions. Simply stand next to one of these power nodes and press the jump button when prompted. As you interact with a power node, the orange colored beam emanating from the center of the object turns blue. In some instances, it may be necessary to interact with a series of power nodes before a specific action occurs. Since Anon is vulnerable while activating power nodes, it's a good idea to eliminate all enemies from an area before approaching a node. If you're hit by an attack while interacting with a power node, the activation process is interrupted, requiring you to start over.

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# COMBAT >

As System Monitor, Anon is authorized to derezz programs deemed harmful to the Grid and its inhabitants. Initially, Anon can perform a variety of attacks and combos with his Light Disc. As he levels up, Core discs are unlocked, adding energy attacks to his arsenal.

## LIGHT DISC ATTACKS AND COMBOS

Your Light Disc can be thrown or used as a melee weapon during combat. It can also be used to block attacks, perfect for deflecting incoming discs and melee strikes. On their own, standard Light Disc attacks inflict moderate damage. But when strung together in combos, they can be just as effective as some power attacks.

### LIGHT THROW



XBOX 360



PS3



This is a standard ranged disc attack ideal for constant barrage on your enemies. But before throwing the disc, make sure an enemy is targeted, as indicated by the V-shaped target indicator icon above their head.

### POWER THROW



XBOX 360

**Hold X**

PS3

**Hold ■**

Also known as a supercharged disc attack, this high-powered throw takes a few seconds to charge, requiring you to hold down the disc attack button while targeting an enemy. Once your disc is glowing, release the disc attack button to strike your target, inflicting heavy damage. This is a great way to finish off enemies with low health. However, you're vulnerable while charging the disc, so be ready to abort this attack with a block if an enemy's disc is thrown in your direction.

### DISC PUNCH



XBOX 360



PS3



This is a close range melee attack, ideal for eliminating nearby threats. To perform melee strikes, it isn't necessary to target an enemy. As long as you're facing the target within reasonable striking distance, you'll land the punch.

## DISC UPPERCUT



XBOX 360

**Hold B**

PS3

**Hold ●**

Hold down the melee button to charge this attack, causing your disc to glow. Upon releasing, you unleash a powerful uppercut that puts both you and your enemy in the air. This attack is a great way to inflict damage on an enemy that you've already knocked on their back. However, avoid using it in a heated melee fight with multiple enemies, as you're vulnerable during charging sequence.

## BLOCK AND PARRY



XBOX 360

**Hold LT, X**

PS3

**Hold L1, ■**

By holding down the block button, you can avoid taking damage from most attacks. But there's also an offensive component to blocking you should take advantage of. As soon as you've blocked an incoming disc, press the disc attack button to perform a parry. This allows you to redirect the power from your blocked attack into your disc to deliver a powerful counter. Just make sure you have an enemy targeted before you initiate the parry—and it doesn't have to be the enemy you just blocked. If blocking multiple incoming disc attacks, wait until the final disc in a volley is blocked before parrying. While parrying, you're no longer blocking, leaving you open to strikes as you leap into the air to retaliate.

## MAG DISC: NEGATIVE POLARITY



XBOX 360

**Hold LT + B**

PS3

**Hold L1 + ●**

While holding down the block button, press the melee button to activate your Mag disc. This produces a directional magnetic pulse, knocking enemies back. The attack causes minimal damage, but it's a great way to push enemies off platforms. The attack has limited range, so it's best deployed in close quarters.

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## LIGHT DISC COMBOS

Name	Description	Xbox 360	PS3
<b>Air Slam</b>	Powerful attack that gets you airborne before slamming into the ground to clear out enemies below.	B, B, X	●, ●, ■
<b>Air Spike</b>	A sudden and precise aerial lunge melee attack to knock back or finish off foes.	A, B	X, ●
<b>Air Throw</b>	Quick melee attack followed by an airborne Light Disc throw.	B, X	●, ■
<b>Block Charge</b>	Powerful directed attack, great for creating space between you and your enemy.	Hold LT, B	Hold L1, ●
<b>Disc Sweep</b>	Three-hit melee combo finishing with a sweep move. Great for situations when you're surrounded.	B, B, B	●, ●, ●
<b>Face Slam</b>	Ranged Light Disc attacks finishing with melee. Good for closing the gap between you and your enemy.	X, X, B	■, ■, ●
<b>Fist Strike</b>	Powerful Light Disc and melee attack that closes the gap between you and your enemy.	X, B	■, ●
<b>Flare Storm</b>	Aerial three-hit Light Disc combo that gives you the tactical advantage of height.	A, X, X, X	X, ■, ■, ■
<b>Mag Pull</b>	Magnetically pull yourself into melee range of a selected enemy.	Hold RT + B	Hold R1 + ●
<b>Slicer Throw</b>	Three-hit Light Disc combo that keeps you at a distance from your enemies.	X, X, X	■, ■, ■
<b>Sprint Throw</b>	A mild Light Disc throw best suited to keep your enemies on their toes as you sprint toward them.	Hold RT + X	Hold R1 + ■

## CORE DISCS

There are four different Core discs, each unlocked as you level up throughout the course of the game. Each Core disc acquired unlocks three unique power attacks. Use the directional pad to select the desired Core disc, then initiate a power attack. All power attacks consume one block of energy, so don't go overboard, but don't hoard your energy either. There are plenty of energy objects scattered throughout the Grid and each Game Grid map that you can vault over to replenish your energy. Utilize your power attacks to gain an advantage in every fight.





## HEAVY DISC

The Heavy Disc's Destroyer is ideal for taking out enemies at ranges exceeding your standard Light Disc attacks. It also deals heavy damage upon impact. Disc Blossom and Groundhog are more suited for damaging multiple enemies at close to intermediate ranges. As the first slam attack in your arsenal, Groundhog is essential for knocking heavy sentries off their feet.



### DESCRIPTION:

Disc has increased range and damage at the sacrifice of a slower rate of fire.

### UNLOCK: VERSION 2

**LIGHT CYCLE POWER ATTACK:**  
15% BOOST (MP ONLY)

**LIGHT TANK POWER ATTACK:**  
LASER PULSE

## POWER ATTACKS

Name	Description	Xbox 360	PS3
<b>Destroyer</b>	Super powerful long-range throw with a much slower rate of fire.	Y	▲
<b>Disc Blossom</b>	Strong sprinting attack that shoots out discs in all directions.	Hold (RT) + Y	Hold (R1) + ▲
<b>Groundhog</b>	Extremely powerful ground slam that damages enemies in front of and around you.	Hold (LT) + Y	Hold (L1) + ▲



## BOMB DISC

The Bomb Disc's attacks all have a wide area of effect (AoE), perfect for damaging multiple targets. Bomb Blast is the standard ranged disc attack, triggering a large explosion upon contact with the target—but it has a very short range. Trigger a Boomzer attack while sprinting to scatter grenades across the ground among large crowds of enemies, or let your enemies gather around you and then initiate a Groundrez slam attack to knock them all off their feet.



### DESCRIPTION:

Disc explodes on impact, causing damage to opponents in the vicinity.

### UNLOCK: VERSION 7

**LIGHT CYCLE POWER ATTACK:**  
MAG GRENADE (MP ONLY)

**LIGHT TANK POWER ATTACK:**  
FRAG MORTAR

## POWER ATTACKS

Name	Description	Xbox 360	PS3
<b>Bomb Blast</b>	Strong explosive attack that damages enemies and knocks them back.	Y	▲
<b>Boomzer</b>	Powerful sprinting attack that drops grenades to derezz enemies all around you.	Hold (RT) + Y	Hold (R1) + ▲
<b>Groundrez</b>	Knock out enemies surrounding you with this explosive ground slam.	Hold (LT) + Y	Hold (L1) + ▲

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## STASIS DISC

When enemies are moving too fast, hit them with a Stasis Disc attack to slow them down. Time Warp is the basic ranged disc attack, slowing a single target for a few seconds. Stasis Field is best deployed at close range while sprinting, allowing you to slow all enemies you come into close contact with. Stasis Slam is the best way to slow multiple enemies while knocking them into the air. As they fly defenselessly through the air in slow motion, follow up with more attacks before they can get back onto their feet.



### DESCRIPTION:

Disc slows the target's movement by a small amount.

**UNLOCK: VERSION 12**

**LIGHT CYCLE POWER ATTACK:**

100% DAMAGE RESISTANCE  
FOR 3 SECONDS (MP ONLY)

**LIGHT TANK POWER ATTACK:**

ARC SHELL

## POWER ATTACKS

Name	Description	Xbox 360	PS3
<b>Time Warp</b>	Attack that causes minimal damage but slows down enemies significantly.	Y	▲
<b>Stasis Field</b>	Protective shield that reduces damage as long as you keep moving.	Hold (RT) + Y	Hold (R1) + ▲
<b>Stasis Slam</b>	Ground slam that slows down enemies surrounding you.	Hold (LT) + Y	Hold (L1) + ▲



## CORRUPTION DISC

In addition to converting damage to health, Corruption Disc attacks also prevent enemies from attacking for a short period of time, so use these attacks to take away your enemy's offense. Corruptor and Corruption Slam are ideal for rendering tough opponents like black guards defenseless, or use Corruption Trail and sprint through large groups of enemies. Enemies affected by corruption have a small cloud of yellow smoke surrounding them. This only lasts for a few seconds, so take advantage of the situation before they recover.



### DESCRIPTION:

Disc converts damage dealt to enemies to health.

**UNLOCK: VERSION 15**

**LIGHT CYCLE POWER ATTACK:**

ENERGY RECOVERY (MP ONLY)

**LIGHT TANK POWER ATTACK:**

SHIVA LASER

## POWER ATTACKS

Name	Description	Xbox 360	PS3
<b>Corruptor</b>	Leech your enemy's health to replenish your own.	Y	▲
<b>Corruption Trail</b>	Create a corruption trail while sprinting to damage enemies on the ground.	Hold (RT) + Y	Hold (R1) + ▲
<b>Corruption Slam</b>	Ground slam that leeches health from enemies surrounding you.	Hold (LT) + Y	Hold (L1) + ▲

# VEHICLES >>

During the course of the Story Mode and Game Grid matches, you can pilot two different types of vehicles: the Light Cycle and Light Tank. Each vehicle handles differently and is capable of different attacks. Take a moment to review the controls for each.

## LIGHT CYCLE



In the Story Mode, the Light Cycle is Anon's primary mode of transportation, using it to travel between different locations. Speed is key while riding the Light Cycle as you must often jump large gaps in damaged roadways. If you're going too slow, you won't make it across. Also, watch out for enemy Light Cycles and avoid the light trail they produce. Enemy Light Cycles can be eliminated by targeting them and throwing your Light Disc—all it takes is a couple of hits to derezz an enemy rider. Riding Light Cycles is much more complex on the Game Grids, as the vehicle itself becomes a weapon. Perform 90 degree turns in front of opponents to make them crash into your light trail, or hit them with devastating power attacks like the Bomb Disc's Mag Grenade. For more details on Light Cycle Game Grid tactics, reference the Multiplayer chapter.



## LIGHT CYCLE CONTROLS

Action	Xbox 360	PS3
<b>Steer</b>	<i>Left Control Stick</i>	<i>Left Control Stick</i>
<b>Camera</b>	<i>Right Control Stick</i>	<i>Right Control Stick</i>
<b>Accelerate</b>	(RT)	(R2)
<b>Brake/Reverse</b>	(LT)	(L2)
<b>Disc Attack</b>	(X)	(■)
<b>Cycle Camera</b>	(B)	(●)
<b>Power Attack*</b>	(Y)	(▲)
<b>Dismount*</b>	(A)	(X)
<b>Right 90 Degree Turn*</b>	(RB)	(R1)
<b>Left 90 Degree Turn*</b>	(LB)	(L1)

\* Multiplayer Only

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# LIGHT TANK



Compared to the nimble Light Cycle, the Light Tank is rather sluggish. However, the lack of speed and maneuverability is offset by the vehicle’s heavy armor and impressive firepower. The Light Tank’s chassis and turret rotate independently of one another, allowing you to move in one direction while aiming and firing in another direction. But to avoid confusion, it’s best to keep the turret facing forward. The Light Tank’s cannon is powerful, but somewhat inaccurate, especially when engaging targets at long range. Elevate the barrel slightly above your target before firing to compensate for the projectile’s arc-like trajectory. You can also equip your Core discs to initiate unique power attacks.



## LIGHT TANK CONTROLS

Action	Xbox 360	PS3
Drive	Left Control Stick	Left Control Stick
Aim Turret	Right Control Stick	Right Control Stick
Fire	RT or X	R2 or ■
Power Attack	LT or Y	L2 or ▲
Exit	A	X

### TIP



While piloting a vehicle, you can restore your health and energy by driving over the arrow-shaped vehicle lines on the road. The white lines restore energy while the blue lines replenish your health.



# VERSIONS AND SYSTEM UPGRADES

Derezzing enemies, completing objectives, and finding collectibles earns you experience points, or XP. As you gain more and more XP throughout the course of the Story Mode or through Game Grid matches, you level up, attaining new Versions. You begin at Version 1 and there are 50 Versions to achieve. With each new Version acquired, you're awarded expandable memory, doled out in megabytes (MB). Memory is the currency you can use to purchase new System Upgrades such as disc mods and software updates. These upgrades can be purchased at any Disc Station, assuming you have enough memory and meet the prerequisites for the upgrade.



In addition to earning memory, leveling up also increments an XP modifier, increasing the amount of XP earned when defeating enemies. At Version 1, the XP modifier is 1, so if you eliminate an infected program, you only earn 10 XP, the base value for that particular enemy. But at Version 30, the XP modifier is 2, so you'll earn 20 XP for defeating the same enemy. For complete details on the XP required to earn each Version as well as the memory and XP modifier associated with each level, reference the Version Stats table at the back of the guide. Also see the System Upgrades table for a complete list of every upgrade, including the cost, prerequisites, and stats for each.

## NOTE

**Your Story Mode and multiplayer characters are the same, sharing the same Version and upgrades. If you level up and purchase upgrades during the Story Mode, you can carry over those same benefits when playing on the Game Grids or vice versa.**

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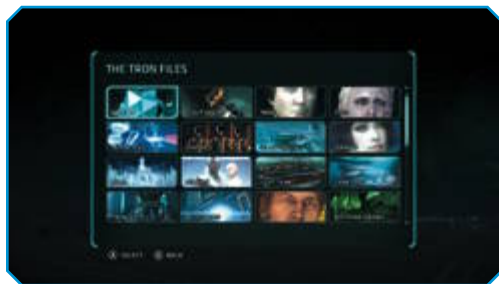
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## COLLECTIBLES >

During the Story Mode, keep your eyes peeled for a couple of types of collectibles: Tron files and Abraxas shards. You can pick up these items by running over them, either while on foot or in your Light Cycle. Each collectible unlocks bonus content and awards you XP.

### TRON FILES

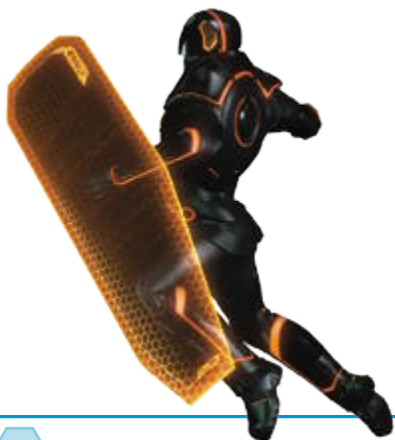


There are 29 Tron files scattered throughout the Story Mode levels. Some of these gray and blue hexagonal-shaped pick-ups are located along the critical path, making them hard to miss. But others are well hidden, requiring a keen eye and precise acrobatics to reach. Each Tron file is worth a preset amount of XP and unlocks bonus content accessible through the Extras menu. Here you can browse through your collected files and read up on different locations, characters, and vehicles from the Grid. If you find all 29 Tron files, you're awarded the *Tron Aficionado* achievement/trophy. Follow the Story Mode walkthrough to find them all.

### ABRAXAS SHARDS



During your first showdown with Abraxas, his disc is damaged, causing six shards to break away and spread across the Grid. These six gold-colored shards can be found during your progress through the Story Mode. Each shard contains an audio recording, revealing more information about Abraxas and other dark secrets. After collecting these shards, you can listen to these recordings by selecting the Abraxas Shards option from the Extras menu. Collect all six shards to earn the *Ah, now I get it* achievement/trophy. Each shard location is revealed in the Story Mode walkthrough.



# USERS AND PROGRAMS





# USERS AND PROGRAMS

*The population of the Grid has increased exponentially in recent years. Programs have evolved, creating a society within the system not unlike the real world inhabited by the users. The increasing numbers of programs have given rise to new population centers like Arjia City and the Bostrum Colony in the Outlands. In this chapter, we take a close look at the main characters and factions within the Grid. This chapter also includes profiles of the enemies you face during your adventure, complete with tactics on how to defeat them.*

## MAIN CHARACTERS

During the course of the game, you encounter a variety of characters, each with their own unique background and agenda. Take a moment to familiarize yourself with the key players on the Grid.

### KEVIN FLYNN



Kevin Flynn is the creator and patriarch of the Grid. He has developed several fundamental software applications, including: *Space Paranoids*, *Vice Squad*, *Matrix Blasters*, and *Light Cycles*. As the system's sole human user, he is revered by Basics and ISOs alike.

Kevin Flynn was born in 1949, received his doctorate from CalTech in 1980, and was recruited by ENCOM shortly thereafter. He first discovered the existence of the Grid in 1982 when he was unwittingly digitized and imported into a previous iteration of the system by the Master Control Program. Initially he developed the current iteration of the system in isolation in 1983, but continues development of the current system to this cycle.

The full extent of his unique abilities is unknown. He is able to manipulate energy and create code and is proficient in disc combat. Flynn has expert-class privileges in Light Cycle and Light Tank operation granted.

## ANON

Anon is the upgraded version of the Grid standard System Monitor. He is known to have expandable memory and unlimited ability for adaptation. A beta test version was recently installed by Kevin Flynn in TC301. Currently a unique presence in system., his full extent of capabilities is as of yet unknown. What is known is that he is proficient in disc combat and is granted operator-class privileges in Light Cycle, Recognizer, and Light Tank operation.

### NOTE

Anon is short for anonymous, allowing you to fill the role of the lead.



## TRON

Tron version 1.0 was created in 1981 by ENCOM programmer Alan Bradley. Tron was designed as an independent security protocol to monitor data transfers in the company mainframe.

Version 2.0 was refactored in TC1 (1983) by Kevin Flynn. Tron's memory allotment was increased, allowing for greater expansion and adaptation capabilities. Designated as head of System Security, he is entrusted with maintaining system integrity alongside the designated System Administrator, Clu.

Tron is proficient in disc and baton combat and has expert-class privileges in Light Cycle, Recognizer, and Light Tank operation.

## QUORRA

Little is currently known about this program. Her creation date is estimated as approximate to TC270. Seemingly acquainted with both prominent ISOs and Basics, such as Radia and Zuse, more investigation is required.

Quorra is proficient in baton combat and has been granted expert-class privileges in Light Cycle operation.



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## CLU



Clu Version 1.0 was a hacking program created in 1982 by Kevin Flynn and designed to circumvent established ENCOM security protocols and data mine the mainframe. Version 1.0 was quarantined and derezzed by Master Control Program.

Version 2.0 was created in TC1 (1983) by Kevin Flynn. Repurposed into System Administration protocol, Clu is responsible for managing cycle-to-cycle operations alongside his System Security counterpart, Tron.

Clu is proficient in disc combat and has expert-class privileges in Light Cycle and Light Tank operation granted.

## RADIA

Radia was one of the first ISOs to emerge from the Sea of Simulation in TC29. Of the current known ISO population, Radia is the eldest ISO currently online. During the initial ISO emergence, Kevin Flynn, fascinated and perplexed by the ISO's presence and self direction, studied the seemingly evolving, human-like programs. Radia's compassionate nature towards ISOs and Basics alike made her unique and Flynn quickly identified with her as the vision of the future of the system.

Along with another ISO named Jalen, Radia's relationship with Flynn moulded into somewhat of a parental bond while he helped them grow and develop. During this mentorship, Flynn discovered Radia's capability to read, decipher, and predict patterns in the Grid's code, which Flynn helped Radia develop further. Radia's often inquisitive nature led to numerous discourses with Flynn on the nature of the humanity and the world outside the Grid. In turn, Radia would relate these stories to the growing ISO community who became enthralled with the idea of an existence outside of their own.

Soon, Radia and Jalen found themselves surrounded by an emerging, nascent state of followers seeking more truths about the User and the nature of the ISO existence. This eventually led to the founding of the ISO faction known as the Arjians. Because of her ability to predict code changes and her close relationship with "The User" Flynn, many of the newfound faction members looked upon Radia as the matriarchal head of the Arjian faction—a role she reluctantly took but which allowed her to provide guidance and further her and Flynn's cause of coexistence between ISOs and Basics.

The city of Arjia was established shortly after Radia's acceptance as head of the Arjian faction. With the aid of Kevin Flynn, the city was built atop the Code Stream Nexus, a convergence point of the Grid's major code streams. Directly above the nexus, Radia and the Arjians built The Hub, a massive cathedral-like spire where Radia resides. The unique location allows Radia, through an integration chamber, to tap directly into the Nexus Stream, giving her great powers of code pattern prediction.

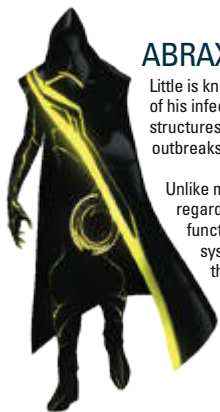


## ABRAXAS

Little is known about the viral lord Abraxas aside from the extremely violent and virulent nature of his infections. However, examination of residual code fragments in infected programs or structures conclusively show that the virus lord is of ISO origin. Statistical assessments of virus outbreaks show the majority of infections occurring in and around Tron City.

Unlike most viruses that attack a particular host, Abraxas has the ability to infect any program regardless of their root programming. During the initial stages of infection, cognitive functions are quickly compromised. Within cycles, the virus overrides and redirects core systems and finally sub-routines. The longer a program is infected, the more evolved the virus becomes, making the infected program more resistant to System Monitor engagement protocols.

There is no known cure or preventive measures against the virus. The complexity of the viral programming is even beyond Flynn's ability to assess and reprogram.



## ZUSE

Zuse is a Basic program, merchant, and proprietor of the popular Tron City social establishment, the End of Line club. He is a suspected key figure in the black market trade of discontinued modifications.

A self-proclaimed "lubricant that greases the rusted gears of our digital society," disparate accounts of Zuse's origin exist. Reputedly designed and created by Kevin Flynn in TC30 as an interpreter, Zuse quickly and naturally exceeded his original directive. An unconfirmed conflicting report describes his origin as a low-priority actuarial algorithm who illegally co-opted the identity of obsolete protocol. More investigation is required for verification.

Zuse has no known proficiencies. Operator-class privileges in Light Cycle operation are granted.



## GIBSON



Kernel archives date Gibson's emergence from the Sea of Simulation in TC48. Shortly after his emergence, he was selected as an ISO candidate for the Basic/ISO Unification program—a system-wide initiative designed by Kevin Flynn to help foster relations between the ISOs and Basics. Having an innate aptitude for energy manipulation, Gibson was assigned to the Utilities Corps—Outland Sector H as an Energy Transfer Systems Engineer. Because of his unique properties and exemplary work, Gibson was quickly verified as a Systems Lead, overseeing a team primarily comprised of Basic programs.

The quickly rising Gibson fueled jealousy and animosity among his Basic subordinates, which eventually resulted in an attempt on Gibson's life that nearly dazed him. After the attack, Gibson became much more introverted and distrustful of the Basic programs around him. This shift in his behavior sub-routines eventually led to his resignation with the Utility Corps and his retreat into the energy-barren Outlands.

During the earlier cycles of his exodus, Gibson discovered other ISOs scavenging the Outlands for energy, sharing similar stories of ill treatment from Basic programs. Because of Gibson's unique ability to manipulate and maximize energy transference, ISOs scattered around the Outland sectors gravitated towards him for survival. As the numbers of displaced ISOs grew, Gibson became determined to find a suitable enclave for his fellow ISOs to call home. After discovering a series of low-emitting energy substreams, Gibson was able to manipulate them into sustainable energy sources, which eventually led to the settlement of Bostrum Colony. Due to his contributions, Gibson was elected into the governing council, assigning him the designation of System Administrator.

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# FACTIONS >>

The Grid is populated by a variety of programs of two distinct origins. Basics are user-created programs and make up the majority of the system's population. The newer Isomorphic Algorithms (ISOs) emerged mysteriously from the Sea of Simulation and have been growing in numbers ever since. Friction between Basics and ISOs has become a rising concern lately, particularly following the accidental death of the ISO leader, Jalen, on the Game Grids.

## BASICS

User-created programs with clearly defined directives for operation or function. Basics operate within a strictly regimented class system, determined by priority ranking within the system. With some exceptions, Basics are not able to adapt or change beyond the boundaries of their User-issued directives. The largest percentage of Basics are found in the City Core, though some cohabit in ISO cities or territories. Currently they comprise the majority of Grid residents, though the rival ISO population continues to grow steadily.



## ARJANS

Arjians are heavily philosophical programs, founded upon the literal teachings of the Grid creator, Kevin Flynn. They are united by a common goal to one day access the mystical haven beyond the Grid supposedly inhabited by Users known as the "Real World." Arjians are structured as a peaceful theocracy beneath their spiritual leader, the oracle Radia. They are the only known community openly comprised of both Basics and ISOs and reside primarily in the crystalline metropolis of Arjia.



## BOSTRUMITES

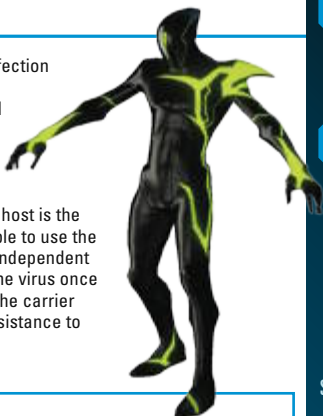
Bostrumites are a faction of disenfranchised ISOs seeking asylum from purported xenophobic abuse (a claim unsubstantiated at last check). A majority of this faction's members relocated from City Core to the remote Outlands, desiring existence free from interference or influence of rival Basics. They are an egalitarian society governed by the advisory council, as selected democratically by the general population. Prone to aggressive self-modification in order to better survive the harsh conditions in the Outlands, as well as to further delineate themselves from other programs, Bostrumites reside primarily in Bostrum Colony.





# THE INFECTED

The infected are programs corrupted by a viral infection originating from the viral lord Abraxas. The virus immediately attacks higher cognitive routines and sub-routines, manifesting as maniacal and frenzied behavior in its victims. Results from viral security node scans denote that the viral host program symbiotically attaches itself in a program's Light Disc. The fusion of the virus to its host is the probable cause of infected programs not being able to use the Light Disc as offensive ordnance. Because of its independent and mutating nature, there is no known cure for the virus once a program is infected. As the contagion evolves, the carrier has been observed to increase in strength and resistance to standard System Monitor engagement protocols.



## INFECTED—ALPHA

Mid-stage infected programs (termed Infected—Alpha) are the most populated variant outbreak currently on the Grid. The residual form of the program is visible with primary deformation of the programs extremities. Infected—Alpha generally attack in pack sequences. System Monitors generally have no complications in dispatching single infected programs. Assembled in hordes, these corrupt and unpredictable programs warrant extreme caution and termination without prejudice.

### CLASSIFICATION:

VIRAL INFECTED PROGRAM—MID-STAGE CARRIER

HEALTH: LOW

DEFENSE: LOW

ATTACK POWER: MEDIUM

BASE XP VALUE: 10XP

### DEREZZ TACTICS

These are the most common of the infected programs and the easiest to derezz. Eliminate these enemies with standard disc attacks and combos. They lack ranged attack capabilities, but can prove dangerous at close range, particularly in large groups. Keep your distance, attacking from high elevations or separate platforms when possible.

## INFECTED—PRIMAL

Programs in the early, initial phases of corruption are highly unstable. Designated Infected—Primal, these tainted programs share many of the same visual characteristics of the Infected—Alpha. The foremost difference between the two is that the virus has not completely overrun the tertiary back-up systems of a program. Though brutally corrupt, trace functions of the original programming still exist, causing system critical failure conflicts with the viral programming, most notable in a unit's power core and management system. Even minor contact will cause these programs to violently derezz, spewing an area with viral residue. System Monitors caught in this debris will have their combat systems temporarily disabled until a system purge is complete.

### CLASSIFICATION:

VIRAL INFECTED PROGRAM—EARLY STAGE CARRIER

HEALTH: LOW

DEFENSE: LOW

ATTACK POWER: LOW/HIGH

BASE XP VALUE: 75XP

### DEREZZ TACTICS

These infected programs are recognizable by the yellow plumes of corruption pouring from their bodies. They perform charging attacks and explode when they draw near. A single ranged disc attack is enough to cause these programs to explode, but make sure you're far away from the blast. Otherwise you'll become temporarily corrupted, preventing you from initiating attacks. You can clear away the corruption by running across an ETC.

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## INFECTED—DAEMON

Infected programs that survive the viral infection into late stage development are identified as Infected—Daemons. Post engagement analysis shows that these variants have had some return of pre-infection cognitive functions, though limited to special and threat analyses support only. Unlike its earlier viral classifications, the Infected—Daemon can manipulate unstable energy spikes to create a viral shielding that makes many basic attack sequences invalid. As this array is not fully formed, Heavy Disc attacks are the most useful attack type to capitalize on gaps in the shield cycling.

### CLASSIFICATION:

**VIRAL INFECTED PROGRAM—LATE STAGE CARRIER**

**HEALTH: MEDIUM**

**ATTACK POWER: MEDIUM**

**DEFENSE: HIGH**

**BASE XP VALUE: 50XP**

### DEREZZ TACTICS

The Heavy Disc's Destroyer is the quickest way to eliminate these infected programs. If you don't have energy to spare, supercharged disc attacks and close-quarter combos are also effective. The Fist Strike and Face Slam combos work particularly well against these enemies.

## INFECTED—ADVANCED

The final, late-stage manifestation of the Abraxas viral outbreak on a program is the Infected—Advanced designate. Aggression and offensive sequencing parameters are overclocked while system-assessed threat response times are four times faster than the mid-stage variant. Additionally, advanced infected programs have a fully developed energy output regulator, making their viral shielding nearly impregnable. Only highly accelerated System Monitors with multiple version upgrades should engage these enemies. The only postulated defects in the virus' Viral Shielding are Stasis-based attacks, which may disrupt the isochronous viral field.

### CLASSIFICATION:

**VIRAL INFECTED PROGRAM—ASSUMED FINAL STAGE**

**HEALTH: HIGH**

**ATTACK POWER: HIGH**

**DEFENSE: EXTREME**

**BASE XP VALUE: 150XP**

### DEREZZ TACTICS

Your Stasis Disc's power attacks are the only way to temporarily disengage the advanced infected programs' shielding. While slowed by a Stasis-based attack, hit them continuously with supercharged disc attacks or combos to derezz them. Without their shielding, advanced infected programs are relatively easy to defeat—but act quickly before the Stasis effect wears off. Otherwise you'll need to perform another Stasis-based attack to inflict damage.



# THE FORCES OF CLU >>

During his time as System Administrator, Clu has amassed a loyal army of sentries that serve as the Grid's military force. Operating separately from Tron's System Monitors, Clu's sentries and black guards fought to contain the initial outbreak of the Abraxas virus. But it appears that Clu is using the viral outbreak as a catalyst to attain more power and to eliminate the ISOs.



## SENTRIES

Sentries are refactored System Monitors designed by Clu as a personal military force to control the Grid populace following a coup d'état against Kevin Flynn. They are proficient in disc and baton combat. Operator-class privileges for Light Cycle, Recognizer, and Light Tank operation are granted to these forces.

### SENTRY V1

Originally System Monitors, these programs were refactored by Clu to function as the main body of Clu's martial force to seize and maintain control of the Grid.

The Version 1 sentry has intermediate combat protocols and Light Disc proficiencies. On its own, the sentry is a minimal threat. In squads of three or more, or supported by an advanced unit, sentries can be lethal.

**CLASSIFICATION:**  
MAINLINE INFANTRY UNIT

**HEALTH:** LOW  
**DEFENSE:** LOW

**ATTACK POWER:** LOW  
**BASE XP VALUE:** 75XP

### DEREZZ TACTICS

Standard disc attacks are effective against individual sentries, but when facing large groups, block and parry their disc attacks or perform slam attacks.

### SENTRY V2

Upgraded variants of the baseline sentry, Version 2's operate as command and control units. Upgraded with higher tactical assessment functions, Version 2's can quickly assess threats and relay deployment and engagement orders to nearby units. Defensively, the sentry v2s have an upgrade aegis sub-routine, giving the unit a strong safeguard on multiple attack and damage types. Because of its energy density, Heavy Disc attacks have a higher chance of breaking through the shielding.

**CLASSIFICATION:**  
MAINLINE INFANTRY—SQUAD ADMINISTRATOR UNIT

**HEALTH:** MODERATE  
**DEFENSE:** MODERATE

**ATTACK POWER:** MODERATE  
**BASE XP VALUE:** 100XP

### DEREZZ TACTICS

These sentry variants can absorb much more damage than their v1 counterparts, therefore utilize supercharged disc attacks or power attacks. The Heavy Disc's Destroyer is particularly effective against individual units.

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## SCOUT SENTRIES

Scout sentries are advanced refactored System Monitors. The scout sentry is a sentry-class variant designed by Clu as a terrestrial reconnaissance unit with an adaptive hit-and-run tactical doctrine. They favor light armor for increased mobility and speed and are proficient in disc combat. Operator-class privileges for Light Cycle and Recognizer operation are granted for these forces.



### SCOUT SENTRY V1

Scout sentries are heavily upgraded refactored System Monitors used by Clu as recon units, and to a lesser degree, infiltration operatives. With most of their initial programmed baseline protection systems removed, scouts are generally fragile. However, the extra memory allowance provides the scout to be compensated with accelerator protocol conventions, making the unit one of the fastest and most agile on the Grid. Coupled with a moderate damage output, scout sentries can be lethal, especially when operating with other units. Well-placed area attacks and Stasis fields are the best methods to eliminate the threat that the scout can pose.

#### CLASSIFICATION:

FRONT LINE UNIT—RECONNAISSANCE

HEALTH: LOW

ATTACK POWER: MODERATE

DEFENSE: HIGH

BASE XP VALUE: 100XP

### DEREZZ TACTICS

Scout sentries prefer to attack from long range, so chase after them to trigger a retreat. As they run away, hit them in the back with supercharged disc attacks or the Heavy Disc's Destroyer power attack. When available, Stasis Disc-based attacks are also effective for slowing down these enemies.

### SCOUT SENTRY V2

Version 2 of the scout sentry shares many of the core characteristics of its younger variant, with moderate modding and streamlined energy regulator additions. The extra power allows for a significant upgrade to the V2's primary operating system. Equipped with a phasing isolation system, V2s can effectively enter a stealth state by creating a target disruption field. When activated, these units cannot be engaged. Coupled with an advanced hit-and-run doctrine, on its own, the advanced scout sentry is an opponent that should, under no circumstance, be underestimated. Security Programs should engage with area attacks.

#### CLASSIFICATION:

SPECIAL OPERATIONS—INFILTRATION UNIT

HEALTH: MODERATE

ATTACK POWER: HIGH

DEFENSE: VERY HIGH

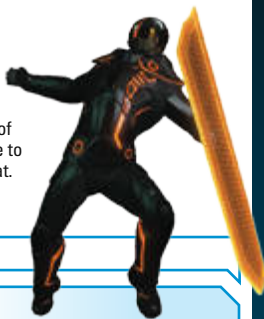
BASE XP VALUE: 175XP

### DEREZZ TACTICS

This variant of the scout sentry can only be targeted when it is performing an attack. At all other times, the v2 turns a gray color and cannot be targeted with ranged attacks. Move in close and use slam attacks, such as the Bomb Disc's Groundrez or the Stasis Disc's Stasis Slam. Melee attacks are also effective, but beware of the v2's own Stasis-based attacks.

# HEAVY SENTRIES

Heavy sentries are advanced refactored System Monitors. The heavy sentry is a sentry class variant designed by Clu as a front line shock troop and for riot control. It favors heavy armor and shields at the sacrifice of speed and maneuverability. The heavy sentry is vulnerable to Bomb attack types, but proficient in disc and shield combat.



## HEAVY SENTRY V1

This sentry class variant was designed by Clu to operate both as a front line shock troop and, with secondary programming, as a riot and crowd control unit. Much of the heavy sentry's mobility mods have been stripped to run on basic programming, allowing for multiple aegis substreams and a powerful, hand-held deflective and absorption shield. While online, the shield mitigates almost all damage. Heavy sentries are also equipped with a Bomb Disc modification. Whether thrown or used with powerful ground slam attacks, this unit is the juggernaut of the Grid. Taking the heavy sentry's shield offline is the key to winning any engagement. Ground slam attacks or a well-placed Bomb disc attack will make the unit vulnerable.

### CLASSIFICATION:

ADVANCED GUARD—HEAVY INFANTRY UNIT

HEALTH: HIGH

DEFENSE: VERY HIGH

ATTACK POWER: HIGH

BASE XP VALUE: 150XP

## DEREZZ TACTICS

Ground slam attacks are necessary to knock heavy sentries off their feet, leaving them open to other attacks. The Heavy Disc's Groundhog or the Bomb Disc's Groundrez are both effective for knocking these enemies down. Once they've sustained substantial damage, their shield is deactivated, leaving them open to standard disc attacks. But keep your distance to avoid getting hit by their Bomb Disc attacks.

## HEAVY SENTRY V2

Unlike its predecessor, the Version 2 heavy sentry operates without a shield. The freed memory and processing speed have been reallocated to the offensive systems and sub-systems. As an advanced guard shock unit, v2's rarely engage enemies by throwing their Light Disc. Rather, these units use an internal centrifuge energy multiplier too quickly build, store, and release a unidirectional pulse wave to vault enemies in the air from a ground slam. The heavy sentry v2 uses a similar aegis sub-routine that's found in the sentry v2, susceptible to Heavy Disc attacks.

### CLASSIFICATION:

ADVANCED GUARD—HEAVY INFANTRY/SHOCK UNIT

HEALTH: HIGH

DEFENSE: HIGH

ATTACK POWER: VERY HIGH

BASE XP VALUE: 175XP

## DEREZZ TACTICS

These enemies look similar to the sentry v2, but are capable of performing Groundhog-like slam attacks. It's best to keep your distance and hit these enemies with supercharged disc attacks or the Heavy Disc's Destroyer power attack.

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## BLACK GUARDS



The black guards represent the upper echelon of Clu's combat forces, always working under Clu's direct command. Little is known about the origins of these highly modified units. Rarely has any program that was unfortunate enough to be engaged by a black guard ever stayed online long enough to talk about it. Rudimentary post engagement analysis shows that the black guard has advanced functions of strength, speed, and agility. Additionally, it is suspected that these elite units are equipped with experimental plating software and a winged magneto propulsion unit that allows these menaces to perform complex aerial maneuvers in combat. Because of the almost absolute power of these units, it's suspected that no more than 30 of them exist at any given time on the Grid. Anecdotal evidence suggests that some of the black guards have additional specialist sub-routines.

### BLACK GUARD—GRENADE VARIANT

The grenade variant of the black guard prefers to use range as its primary engagement protocol, relying heavily on its winged magneto propulsion system. Using the tactical advantage of height and aerial acrobatics, this specialized program rains a plethora of derezz grenades on its enemies. The grenade variant is susceptible to all attack types. The key to survival if engaged is to stay highly mobile.

#### CLASSIFICATION:

CLU PERSONAL SECURITY UNIT/SPECIAL OPERATIONS

HEALTH: VERY HIGH

ATTACK POWER: VERY HIGH

DEFENSE: MODERATE

BASE XP VALUE: 225XP

#### DEREZZ TACTICS

Maintain your distance from this black guard variant to avoid getting hit by its constant grenade attacks. Engage from long range with power attacks like the Heavy Disc's Destroyer. Supercharged disc attacks are also effective.

### BLACK GUARD—LIGHT STAFF VARIANT

The Light Staff variant of the black guard specializes in close-range combat. Equipped with a powerful reflexive adaptation processing unit, the guard's ability to parry incoming Light Disc attacks is unparalleled. Statistical analysis shows that concussion-based attacks that can knock this elite unit to the Grid floor outputs the highest rate of success if confronted. All other statistical variations put the outcome of survival as unlikely.

#### CLASSIFICATION:

PERSONAL SECURITY UNIT/SPECIAL OPERATIONS

HEALTH: VERY HIGH

ATTACK POWER: VERY HIGH

DEFENSE: EXTREME

BASE XP VALUE: 200XP

#### DEREZZ TACTICS

Don't bother hitting this enemy with ranged attacks. Instead, move to close range and knock the black guard off his feet with a Groundhog or Groundrez slam attack. While the black guard flies through the air and lies on the ground, follow up with high-damage power attacks and combos before he gets back on his feet and resumes twirling his Light Staff.

## BLACK GUARD—KATANA VARIANT

The katana variant, moreso than any other black guard version, is typically favored as Clu's personal security and escort. The katana black guard rarely operates alone and is usually accompanied by a brethren of the same variant, or advance guard units of Clu's armed forces. In combat, the katana variant often relies on its escort units to attack first, creating a defensive gap in its foe in which to strike with precision within 10 to 24 seconds. This black guard is the principal, most powerful unit of Clu's standing army. All of its program algorithms have been over clocked and optimized to make it one of, if not the deadliest program on the Grid. Because of its high power usage, Corruption-based attacks are assumed to be the best defensives and offensive measures, based on several theoretical statistical models.

### CLASSIFICATION:

CLU PERSONAL SECURITY UNIT/SPECIAL OPERATIONS

HEALTH: EXTREME

ATTACK POWER: EXTREME

DEFENSE: EXTREME

BASE XP VALUE: 250XP

### DEREZZ TACTICS

The katana variant has no ranged attack, so keep your distance and attack from long range. Stasis Disc attacks like Time Warp or Stasis Slam are a great way to slow these enemies down, making them easier to target with supercharged disc attacks. Or take away their offensive capabilities with a Corruption-based attack and then move in to close range to perform some melee combos or slam attacks.

## VEHICLES

In addition to his army of sentries, Clu has a variety of vehicles at his disposal, including Light Cycles, Light Tanks, Recognizers, and his own warship called the Regulator.

## LIGHT CYCLE

Principal mode of transportation on the Grid. Initially designed and created by Kevin Flynn in 1981 for the ENCOM-published software application, *Light Cycles*. The Light Cycle is a solid-shelled monocoque. Its lack of standard suspension requires intuitive steering by body position. The primary vehicular defence consists of temporarily hardened afterburner exhaust forming hazardous walls of light energy. Construction data is stored in the standard baton and the Light Cycle is powered by the rider's energy stores. Several revisions of the vehicle are currently available for download.

### CLASSIFICATION:

LIGHT TRANSPORT/RECONNAISSANCE VEHICLE

HEALTH: LOW

ATTACK POWER: MEDIUM

DEFENSE: LOW

### DEREZZ TACTICS

Avoid making contact with an enemy Light Cycle's light trail. Glancing or crashing into a light trail which is not your own can prove fatal. While riding a Light Cycle, you can throw your disc—so target enemy riders to derezz them. In Story Mode, all it takes is a couple of hits from your Light Disc to eliminate enemy Light Cycles. In Game Grid matches, you can maneuver in front of opponents, using your light trail as a weapon.



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## LIGHT TANK

The Light Tank is a heavy assault vehicle, initially designed and created by Kevin Flynn in 1981 for the ENCOM-published software application, *Space Paranoids*. It has a unibody construction and high polymer treading, allowing for enhanced all-terrain access. The Light Tank is armed with a mounted swivel turret featuring an ion-charged energy cannon that fires light energy shells at rate of eighty per nanocycle. Usage permissions for this vehicle are restricted to System Administration/Security.

**CLASSIFICATION:**  
HEAVY ASSAULT VEHICLE

**HEALTH:** HIGH

**ATTACK POWER:** EXTREME

**DEFENSE:** EXTREME



## DEREZZ TACTICS

On foot, the Bomb Disc is your best chance at taking out a Light Tank. Get in close and hit it with a Bomb Blast or Groundrez power attack. But if driving a Light Tank yourself, all it takes is a couple of hits with the energy cannon to take out an enemy Light Tank.

## RECOGNIZER

The Recognizer is a personnel carrier, also used for small resource and cargo transport. Initially designed and created by Kevin Flynn in 1981 for the ENCOM-published software application, *Space Paranoids*, the Recognizer has an electromagnetic propulsion system and two-piece construction. Its body lowers upon landing to allow passenger access. Usage permissions for this vehicle are restricted to System Administration/Security.

**CLASSIFICATION:**  
TRANSPORT/AERIAL BOMBARDMENT VEHICLE

**HEALTH:** MEDIUM

**ATTACK POWER:** HIGH

**DEFENSE:** MEDIUM



## DEREZZ TACTICS

You only encounter Recognizers during driving sequences in the Story Mode. While on a Light Cycle, there's nothing you can do to take out these vehicles, so take evasive maneuvers to avoid their bombs and orange energy barriers. While driving a Light Tank, however, you can take Recognizers out with a single hit from the energy cannon.

# STORY MODE



## PROLOGUE

*It's been several years since Flynn discovered the Grid. Since then, the Tron World and its programs have evolved, taking on human-like characteristics. For Flynn, the most interesting and perplexing development is the rise of the ISOs, or Isomorphic Algorithms. Unlike the user-created programs known as Basics, the ISOs weren't created by anyone in the real world. They inexplicably emerged from the Sea of Simulation a couple of years after Flynn first entered the Grid. The introduction of the ISOs has created a political and societal rift within the system. While some Basics and ISOs get along, some don't. Recently one of the ISO leaders, Jalen, was killed in a tragic accident on the Game Grid. But Flynn isn't so sure Jalen's death was really an accident—he thinks Jalen was murdered. In an effort to bring stability to the system, Flynn has created a new System Monitor program. But even he's not sure if his new program will be enough to restore peace. . .*







# REBOOT [TRON CITY]

## SUMMARY

*Tron has enlisted you to make sure the historic Installation Ceremony goes off without a system glitch.*









## TRON FILES



## ABRAXAS SHARDS



## ACHIEVEMENTS AND TROPHIES

Name	Description	Gamerscore	Trophy
	<b>Look what I found!</b> <i>Collected your first Tron file</i>	5	Bronze
	<b>Greetings, program!</b> <i>Completed the Tutorial</i>	20	Silver
	<b>What kind of program is he?</b> <i>Leveled up for the first time</i>	5	Bronze
	<b>Please come again</b> <i>Bought your first upgrade</i>	5	Bronze
	<b>Warming Up</b> <i>Get a 5x Hit multiplier</i>	5	Bronze
	<b>I can do this all day</b> <i>Get a 15x Hit multiplier</i>	15	Bronze
	<b>Unstoppable</b> <i>Derezzed 10 enemies before dying</i>	30	Bronze
	<b>Reboot</b> <i>Completed Chapter One</i>	20	Silver



## MEET TRON AT THE ELEVATOR.



Now that you're within the system, you take on the role of Anon, Flynn's System Monitor program. The Installation Ceremony is about to begin as Radia, leader of the ISOs, is installed as system administrator. This opening sequence serves as a tutorial, helping you familiarize yourself with the game's movement and combat system. Tutorial tips appear at the bottom of the screen, showing what buttons to press to perform each necessary action. Throughout the course of the Story Mode you're assigned different objectives. Your first objective is to meet Tron by the elevator. The Nav Assist Vector Information Bit, or NAVI BIT, navigation aid appears on the screen by default during this tutorial, generating blue markers on the screen that show you the path to your current objective. Think of the NAVI BIT as a trail of digital bread crumbs to follow. As long as you follow the NAVI BIT, you can't get lost.



Take a moment to get familiar with the movement controls while navigating through the crowd of Basics walking through the streets of Tron City. The NAVI BIT leads directly to Tron—he's the program with the V-shaped icon above his head. Walk next to Tron to complete your first objective.



After riding the elevator with Tron, follow him until a cutscene is triggered. Tron and Anon listen in on a conversation as a female program named Quorra attempts to gain entry to the Installation Ceremony. But she's stopped by two system monitors, stating she doesn't have prior authorization. Ever since Jalen's accident, security has been tightened, as dictated by Clu. Quorra soon runs off to get authorization. Tron wants you to follow her and see what she's up to.

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## FOLLOW QUORRA



The tutorial continues in this next sequence as you chase down Quorra. The NAVI BIT trail traces Quorra's path, making it easy to follow her. Reference the on-screen tutorial tips at the bottom of the screen, then jump across the gaps and perform a couple of wall runs. The sprint jump is necessary to cross larger gaps, requiring you to get a running start before leaping.



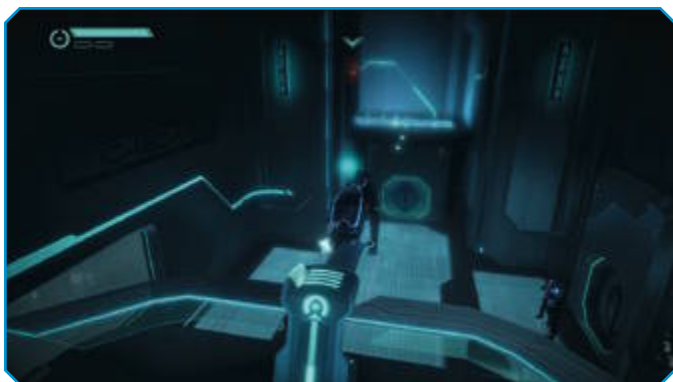
Simple wall runs may not be enough to reach your objective. If there's nowhere left to go, jump as you reach the end of your wall run while aiming in the direction of the platform on the right. This can be a tricky maneuver at first, but it's one you must familiarize yourself with. After experimenting with vaults, you must later chain your mobility moves by performing two wall runs on opposing walls. Wall run across the wall on the left first, then jump across the gap to the right. As you contact the second wall, continue your wall run to reach the next platform. Throw your disc at the red hexagonal switch to proceed to the next area.

## CACHE FACILITY 6 >>

### GET TO THE INSTALLATION CEREMONY



Despite your best efforts to keep up, Quorra gets away. Continue following the NAVI BIT trail to your next objective. The next gap is too great to jump across. There's a red switch on the wall ahead, but it's beyond your disc's range. Jump over the gap, and then throw your disc at the red switch while in midair. This activates a bridge below, preventing you from falling down in the pit. Even if you fall, you can climb out of the shallow pit and try again. Get used to throwing your disc while in midair, as it comes in handy during combat.



The next obstacle requires you to perform a wall run, a jump, and a disc throw in quick succession. Start with the wall run on the left wall. Then as you begin to descend, jump toward the red switch. While in the air, throw your disc at the switch to activate a platform below. Follow the NAVI BIT to the next obstacle where you must perform a vault and then hit another switch in midair.



You'll often encounter walls that are too high to climb with a simple vertical wall run. Start off by jumping toward the wall for an extra boost in height, then perform a wall run upon making contact to reach the top.

## TRON FILE 01: NAVI BIT (+0XP)



Step outside and turn left to locate the first Tron file, appearing as a gray and blue rotating object floating just above the walkway. Make contact with the Tron file to pick it up. Each Tron file unlocks content, revealing information about objects, programs, ISOs, users, vehicles, and other elements in the Tron World. Once unlocked, these files can be viewed in the Extras menu. There are a total of 29 Tron files scattered throughout the Grid. Can you find them all? Discovering this first file also earns you the *Look what I found!* achievement/trophy. After grabbing the Tron file, vault toward the nearby wall. Upon making contact, perform a wall run and then jump to the next platform.

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## MODULE 8 LOWER CONCOURSE >>



Follow the NAVI BIT trail through a series of obstacles, utilizing wall runs, sprint jumps, and vaults to advance. When you reach this room, you're attacked by several infected programs, indicated by their yellow color. Infected programs can only attack at close range with melee strikes, so keep your distance and derezz them by throwing your disc. But before you can score a hit, you must first target enemies by facing them. When a V-shaped icon appears above their head, they're targeted. The icon above their head serves as a health meter too, starting off as blue. As you damage your enemies, their health meter drops, turning yellow, then orange just before they derezz. Experiment with basic and melee attacks against these weak enemies. You can also string together some impressive combos to make quick work of the infected programs.

### TRON FILE 02: INFECTED (+0XP)



During the fight with the infected programs, the camera centers on a nearby bench, mentioning that you can use it to launch yourself into the air. High above this bench is another Tron file. Line yourself up with the bench, then sprint directly toward it. As you contact the bench, you leap high into the air. This allows you to reach the Tron file floating high above the room. While in the air you can also perform more basic attacks with your disc, assuming you have an enemy targeted. Performing aerial attacks is a good way to stay on the move, especially when dealing with infected programs.



After eliminating all the infected programs, a cutscene is triggered as the Installation Ceremony begins. The ceremony begins with Clu introducing Radia, the new system administrator. But the event is spoiled by the arrival of a mysterious cloaked program named Abraxas. Apparently Abraxas is responsible for the infected programs you just fought. As Abraxas approaches the stage, Anon leaps into action, allowing Radia and Clu to escape. But now Abraxas is focused on you!

## STOP ABRAXAS



In this fight tutorial, follow the on-screen tips to perform the basic combo attack. Keep hitting Abraxas with basic combos until his health meter, at the top of the screen, drops. At this point Abraxas retreats to a balcony above the stage and summons infected programs to attack you. Defeat the infected programs to make Abraxas rejoin the fight. During the second round, perform Fist Strike combos to damage Abraxas. This causes him to retreat a second time and spawn more infected programs. Defeat the infected programs, then get ready for another round against Abraxas. Defeating the infected programs depletes part of Abraxas' health meter.



In the next round with Abraxas, he throws his disc at you. Press the button shown on screen to perform a block. As long as you hold down this button, you can avoid taking damage from these disc attacks. Keep blocking his disc attacks and then counter with some attacks of your own until Abraxas retreats. Defeat his freshly spawned infected programs, then prepare for the final showdown.

### TIP

You can avoid taking damage from Abraxas' powerful slam attacks by performing a well-timed back flip or dodge roll. While blocking, jump backward or laterally to execute these evasive maneuvers.



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In this final round, supercharge your light disc by holding down the button shown on screen. Before letting go of the button, make sure Abraxas is targeted. When you release the button, the disc flies toward Abraxas and deals heavy damage. Continue using these supercharged attacks on Abraxas until his health is depleted. Defeating Abraxas earns you the *Greetings, program!* achievement/trophy for completing the tutorial.

The fight's concluding cutscene shows Abraxas' disc shattering as he attempts to block your attack. Abraxas manages to escape just before Flynn, Clu, and Tron arrive. The three are uncertain where Abraxas came from, but they all agree that it's too dangerous for Flynn to be in the system while Abraxas is free. Tron agrees to escort Flynn to the portal. In the meantime, Tron wants Anon to track down the virus.

## MODULE 6 MAINTENANCE CONCOURSE >

### SUPPRESS THE INFECTED



Defeating Abraxas also gives you access to the Heavy Disc. Watch the accompanying tutorial video to view the three new power attacks possible with the Heavy Disc. Destroyer is a basic ranged attack that deals heavy damage to the target. Disc Blossom is a radial-style attack, launching multiple discs in all directions. Groundhog is a slam attack, creating a linear shockwave capable of knocking enemies off their feet. However, each of these power attacks costs one energy cell to initiate.







If this is the first time you've played the game either in story mode or multiplayer, defeating Abraxas gives you enough XP to reach Version 2. This awards you the *What kind of program is he?* achievement/trophy. You gain XP by defeating enemies, completing objectives, and acquiring collectibles. As your XP increases, you attain higher version numbers. Each new version number awards you with more expandable memory. Memory can be spent on upgrades at Disc Stations. At Version 2, you have 2MB to spend. Interact with the nearby Disc Station and buy either Energy Capacitor V1.0 or Health Mod V1.0—these are the only upgrades that are available given your low Version number and memory. Making your first purchase earns you the *Please come again* achievement/trophy.

## NOTE

Now that the tutorial is over, the NAVI BIT is turned off. However, while within Tron City limits, you can activate the NAVI BIT to show you where to go.



Follow the NAVI BIT, performing a series of wall runs and jumps. The NAVI BIT shows you exactly where to perform each maneuver, but it may take multiple attempts to properly execute them. Don't worry, the last checkpoint is back at the Disc Station if you fall. When you come to a red switch on a wall, throw your disc at it. When the switch turns green, turn around and vault across this large gap. While in mid-air, throw your disc at the next red switch to open the door ahead.

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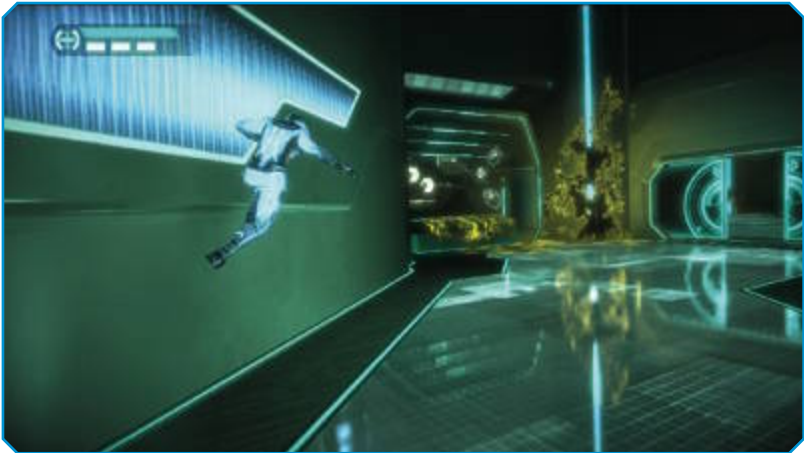
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# ENERGY FEED SUBSTATION 12 >>

## CAUTION



Watch your step in the next corridor. The walls and floor are partially corrupted by the virus, as indicated by the yellow color. Making contact with corrupted surfaces reduces your health.



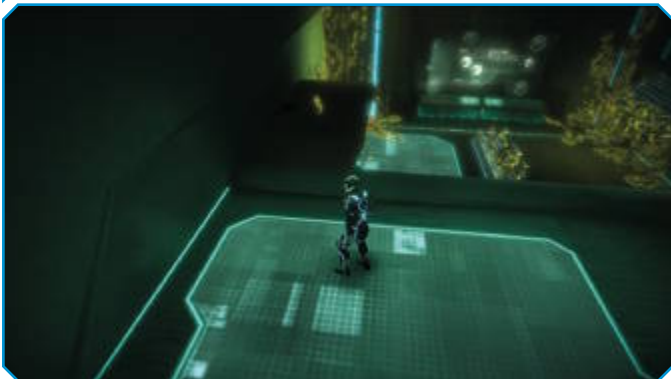
If you took damage in the previous hallway, you can replenish your health by running across an Energy Transfer Conduit, or ETC. The longer you make contact with an ETC, the more health is restored. For this particular ETC, you must perform a horizontal wall run across it. Draining this ETC also causes the next door to open. ETCs can be found throughout the system, so make note of them, particularly during combat. Upon initial use, an ETC is drained of energy and turns dark. Energy is restored to the ETC within a matter of seconds, as indicated by its bright, glowing color. Once your health is restored, proceed to the next room.



In the next room you're attacked by more infected programs. Now that you have the Heavy Disc, try out some of your new power attacks. Remember, each power attack eats up energy, represented by the white cells beneath your health meter. But you can restore energy by vaulting over white glowing objects, like the cylindrical energy node in the center of this room. Vault over the energy node to launch yourself into the air and then press the power attack button to execute a Destroyer attack. One hit with the Destroyer attack instantly eliminates a targeted infected program. Defeated enemies also leave behind small energy pickups, appearing as small hexagonal objects. Be sure to grab these pickups before they disappear as they're the quickest way to replenish your energy. If you took damage during the fight, seek out the vertical ETC in this room to replenish your health.



**ABRAXAS SHARD 1: +25XP**



After the fight, follow the NAVI BIT to lead you out of this room. However, look for this rotating gold object just above this doorway. When Abraxas' disc shattered, shards were scattered throughout the system. There are six shards in all, and this is just the first one. Jump over to the shard to grab it. From the Extras menu you can view all the shards you've collected as well as listen to the audio contained within each fragment, revealing more details about Abraxas' origins and motivations. Once you have the shard, climb to the upper level, activate the switch, and walk through the door.

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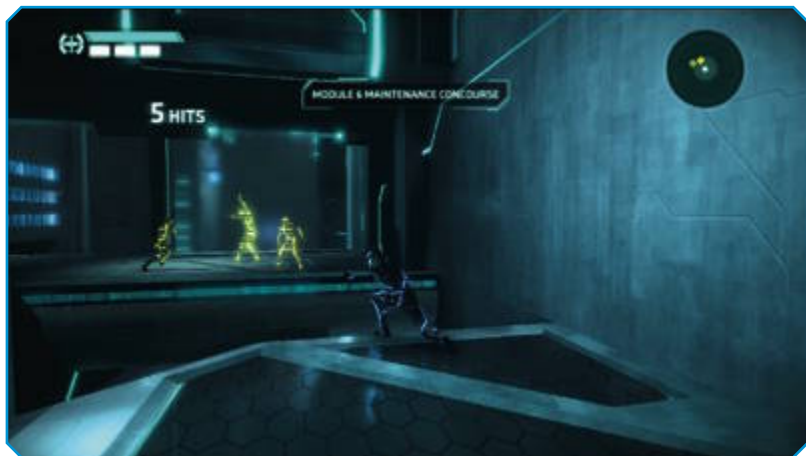
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## MODULE 6 MAINTENANCE CONCOURSE >



As you reenter the maintenance concourse, turn right and wall run toward this platform. The adjacent walkway is occupied by three infected programs. Don't cross to the walkway just yet—the infected programs can't reach you here. Instead, hold on this platform and attack the infected programs with your disc. Rapidly throw your disc at the three enemies to build up your combo hit count. If you manage to score five hits in quick succession, you'll earn the *Warming Up* achievement/trophy. If you keep building your counter to 15 hits, you earn the *I can do this all day* achievement/trophy. Once the infected programs are eliminated, advance to the opposite side of the concourse, activate a switch, and enter the next area.

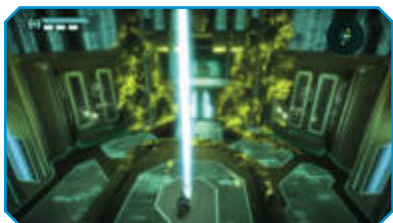
## MASTER ROUTER CONTROL >



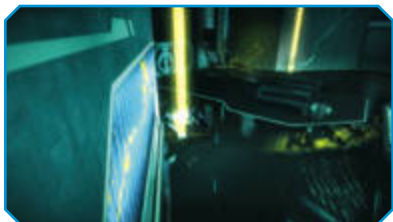
This room is heavily corrupted, so watch your step. The corruption also continuously spawns infected programs to attack you. This is a good way to rack up some XP. At the very least, keep battling the infected programs until you attain Version 3. You can also earn the *Unstoppable* achievement/trophy during this battle for derezzing ten enemies without dying.



While the infected programs continuously spawn, there is a limit to how much XP you can farm from this battle. Once you stop earning XP, look for a way out. You need to access the power node on the platform in the center of the room, but the platform is surrounded by corruption. Move to the vertical ETCs on the perimeter wall. Wall run up the two parallel ETCs. Then as you reach the apex, jump. This causes you to jump back toward the center of the room, landing on the central platform.



Interact with the power node in the center of the platform to open the exit. As the power node is activated, corruption clears away from the wall just beneath the exit, revealing two more ETCs. Wall run up the ETCs and rush through the exit, leaving behind the endless swarm of infected programs.



A finite number of infected programs greet you in the next room. Finish them off and then locate the two power nodes on the floor. Interact with the two power nodes to complete your current objective. Activating the power nodes clears the corruption from the room's ETCs and opens the door.

### TRON FILE 03: TRON (+25XP)



Before leaving this room, locate the Tron file hovering near the sculpture in the center of the room. A simple vertical jump is enough to grab this file, providing more information on Tron.

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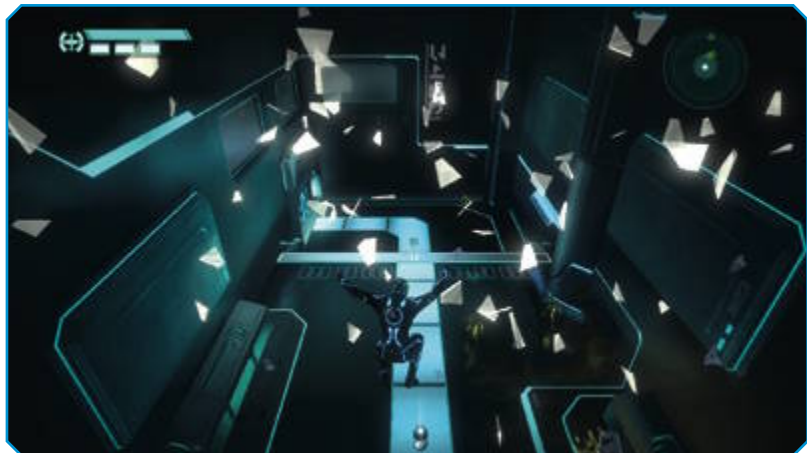


## SUB-ARCHIVES 12 >>

### CLEAR ALL HOSTILES FROM THE SECTOR



Follow the adjoining corridor and interact with the Disc Station to purchase a new system upgrade. Health Mod V1.0 is a good choice if you don't have it already. Descend the nearby stairs and drop down into the next room. More infected programs attack as soon as you touch the ground. Block their melee attacks and wait for several infected programs to surround you. Once several infected programs are around you, unleash a Groundhog slam attack. Although the Groundhog is primarily directional, it also knocks nearby enemies off their feet in all directions within a small radius. After performing the Groundhog or any other power attack, be sure to replenish your energy, either by grabbing the energy pickups left behind by your victims or by vaulting over the energy node in the center of the room. Keep up the offensive until all infected programs are dazed.



Exit the room and vault across a few platforms before crashing through a window and landing in another room filled with three infected programs. There isn't much room to maneuver in this compact room, so do your best to keep your distance from these enemies. If you have the energy, consider using power attacks to quickly wipe out the resistance here. Dazing these programs opens the door to the next room. Before moving on, replenish your health and energy from the ETC and energy node.



As you approach Flynn's Arcade, a cutscene shows Tron and Flynn surrounded by Clu's sentries. Tron urges Flynn to run. Meanwhile Tron stays behind and fights the sentries. As Tron battles the sentries in the arcade, a sentry approaches Anon and orders him to stand down. Sentries are equipped with discs, so be ready to block their ranged attacks. Counter by supercharging your disc or performing power attacks. Sentries are tougher to defeat than the infected programs you have faced thus far, so stay don't get too overconfident in your skills.

## CENTRAL PROCESSING SERVICES >>

### ESCAPE CLU'S SENTRIES



Beyond the arcade you're ambushed by more sentries. Hold down the block button as the sentries continuously hammer you with their discs. After getting hit, press the attack button to perform a parry. A parry is a powerful counterattack, capable of knocking enemies off their feet. Parrying the sentry disc attacks is the safest way to survive this fight. After defeating the first wave, four more sentries enter the room. Parry their attacks to defeat them.

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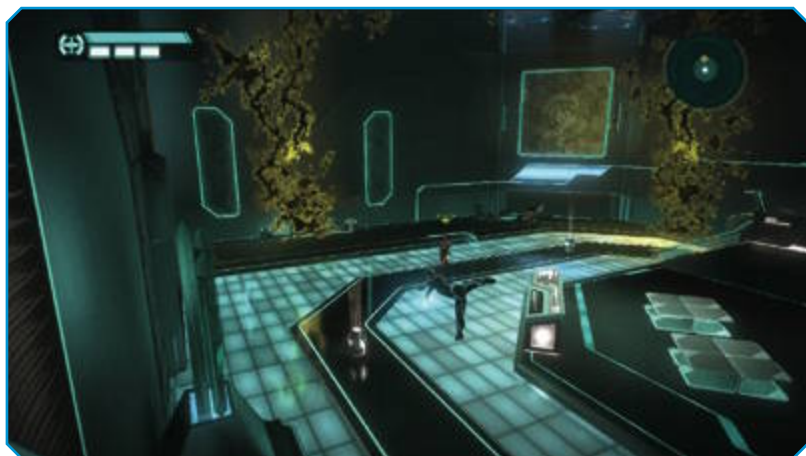
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Next, a single scout sentry enters the room. Scout sentries primarily attack from long range. If you get too close for comfort, they'll run away. This gives you the opportunity to attack. Hit the scout sentry with supercharged disc attacks as he attempts to flee. Try not to let him throw his disc. Scout sentry discs travel at high speed and can knock you off your feet if they make contact. If you see the scout sentry preparing to throw his disc, get ready to block and parry the attack. But even blocking a scout sentry's disc attack can knock you off balance, requiring you to hit the block button again to assume a defensive posture. Heavy Disc power attacks (like Destroyer) are equally effective against the scout sentry, but just make sure you replenish your energy by vaulting over the energy node or consoles.



The final wave consists of several sentries and one scout sentry. Immediately block to avoid taking damage from the incoming disc attacks. Parry the sentry attacks, defeating them one by one. Don't worry about hunting down the scout sentry until the sentries are dazed. The Heavy Disc's Destroyer power attack is ideal for inflicting heavy damage on the scout sentry—just make sure he's targeted before unleashing this attack. Keep hitting him over and over with power attacks until he falls. Defeating these enemies causes the nearby door to open, allowing you to exit. Before exiting, recharge your energy by vaulting over the consoles and nodes. Also, run across an ETC or two to ensure your health is maxed out.

## MODULE 3—QUARANTINE ZONE >>



Continue through the next corridor and leap out the window down onto the street below. Suddenly, a Recognizer flies into view and drops off four sentries. Immediately block and parry their incoming disc attacks. Hold your ground until all four are defeated. Next, a sentry and two scout sentries appear. Take out the sentry first, then aggressively attack the two scout sentries using supercharged disc attacks and power attacks. When the battle is over, target the red switch on the wall to deactivate the orange energy barrier. Quorra is waiting for you on the other side.



Quorra tosses you a Mag disc modification. Follow the on-screen instructions to target the red grapple point and use your new Mag disc. The Mag disc pulls you through the air, allowing you to reach the balcony where Quorra was standing. Follow the adjoining corridor to enter the next room.

## STACK 142—BASICS ONLY >>



Three new sentry v2 programs attempt to block your advance. These sentries perform similar to the standard sentries but are significantly tougher to derezz. It's safest to hold your ground and simply block and parry. But the Heavy Disc's power attacks are much more effective if you want to take these guys out quickly. Once the first three sentries are eliminated, two more show up. Follow the same game plan to take these guys out, relying primarily on parry attacks.

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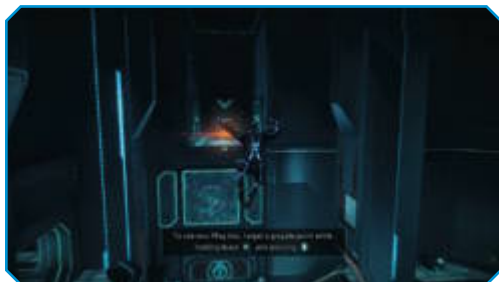
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After the fight, target the red switch on the wall to activate a Mag disc grapple point high above the room. You can't target it yet, so activate your NAVI BIT to show you where to go next. This leads to a tricky platforming sequence. Vault toward the nearby wall on the right and perform a horizontal wall run. As you near the end of the wall run, jump to the left and immediately perform a vertical wall run. At the top of your vertical wall run, jump again, this time to the wall behind you. Perform another horizontal wall run along this last wall and then jump to the next platform. It may take several attempts to execute this sequence properly. Don't worry—if you mess up, the fall won't derezz you. Once you make it to the platform, use your Mag disc on the grapple point to launch yourself into the next passage.



Advance through the adjoining corridor and toss your disc at a red switch on the wall to activate a pair of Mag disc grapple points suspended high above the previous room. Target the nearest grapple point first and activate your Mag disc. As you fly through the air, target the second grapple point and activate your Mag disc a second time to reach the distant balcony.



Advance through the next corridor until you reach a doorway guarded by two sentries. Hold down the block button and parry their disc attacks. Once the sentries are both eliminated, activate the red switch at the end of the hall. This causes a new grapple point to appear in the next room. Vault toward the grapple point and then, while in midair, use your Mag disc to launch yourself across the room.



The next Tron file is directly in front of you after using the previous Mag disc grapple point. Pull yourself up onto this balcony and grab the Tron file while advancing into the next corridor.



Move out onto this walkway and properly orient yourself with the next grapple point. Once you're lined up with the balcony ahead, target the grapple point and use your Mag disc. The room beyond the balcony contains a Disc Station, so take a time out to purchase a system upgrade. Quorra is waiting in a nearby hallway. Approach her to trigger a cutscene.



Quorra has bad news—Tron and Flynn have been killed by Clu. But nobody else knows of Clu's treachery. Quorra suggests meeting with Zuse, the proprietor of a club friendly to Basics and ISOs alike. She feels Zuse will know how to get the word out. But given the recent hostilities by Clu's sentries, Quorra feels it's best if you split up. She then hops on a passing Recognizer, leaving you to find your own route to Zuse's club.

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## STACK 262—UNDER CONSTRUCTION >

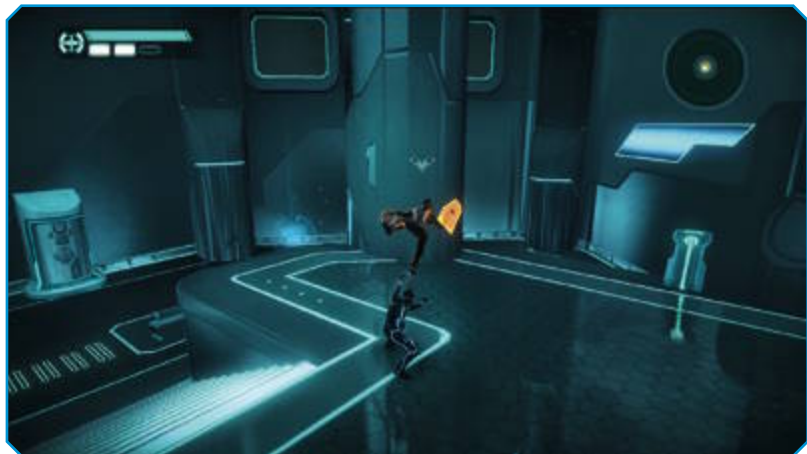
### MEET QUORRA AT THE END OF LINE CLUB



Use your Mag disc to launch yourself across a pair of grapple points to enter this construction zone. Wait for the platform ahead to materialize before proceeding. Once it's in place, sprint and jump toward it. Vault over the low wall on the platform to reach the next corridor.



Vault, wall run, and activate your Mag disc to advance through the next area. Then use your Mag disc again to reach the hexagonal objects protruding from this structure—these are grip points. Jump to the left to navigate across these four grip points. When you reach the final grip points, jump to reach the platform behind you.

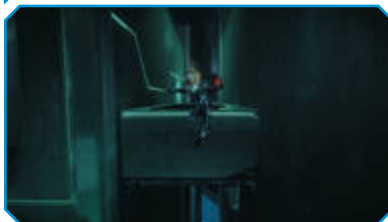


The next chamber is filled with more sentries eager to halt your advance. Use parry or supercharged disc attacks to eliminate these foes. Then prepare to take on a heavy sentry. These guys are armed with orange energy shields. Their shield can block most attacks, but heavy sentries can still be knocked down with a slam attack. Get in close and perform a Groundhog attack with your Heavy Disc. While the heavy sentry is on his back, continuously attack him. After taking enough damage, the heavy sentry's shield is destroyed, making him vulnerable to standard attacks. Once the heavy sentry is down, another appears, along with a standard sentry. Eliminate the sentry first, then go after the heavy sentry with slam attacks. When the room is clear, mantle jump over the two-tiered platform to exit.

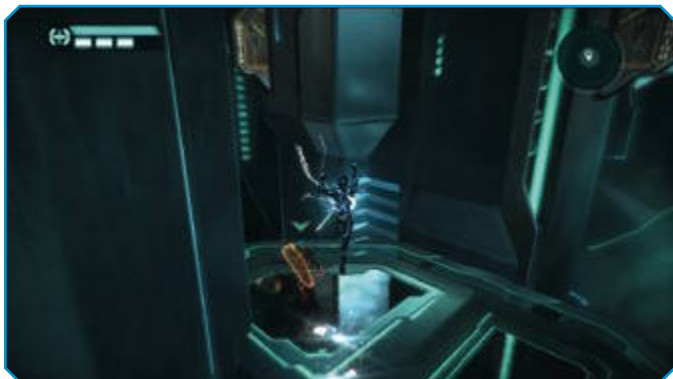


# EXTERIOR MAINTENANCE TERRACE 43 >>

## TRON FILE 05: ZUSE (+50XP)



Vault to the nearby walkway and follow it until you spot a grapple point. Use your Mag disc to target the grapple point and launch yourself toward the next platform. As you fly through the air, grab the Tron file suspended above the platform. It contains information on Zuse.



Wall run to this next platform and engage another heavy sentry. Perform a Groundhog slam attack to knock him off his feet, then hit him with a flurry of basic or combo attacks. But be careful to avoid his own slam attacks as they may knock you off the platform. If you run low on energy, recharge by vaulting over the energy node. Once the heavy sentry is down, jump down to the nearby walkway.



Sprint and jump toward this wall, then wall run along it to reach the nearby platform. A simple jump will not give you the height necessary to reach it, so always start with a sprint jump. Get used to sprint jumping before initiating wall runs as it always gives you better clearance, ensuring you reach your destination.



Next, navigate across the hexagonal grip points protruding from the wall to reach the next platform. Drop down onto the platform and access the nearby Disc Station to browse the available system upgrades. After shopping, follow the NAVI BIT over a couple of vaults to reach the club's exterior platform.

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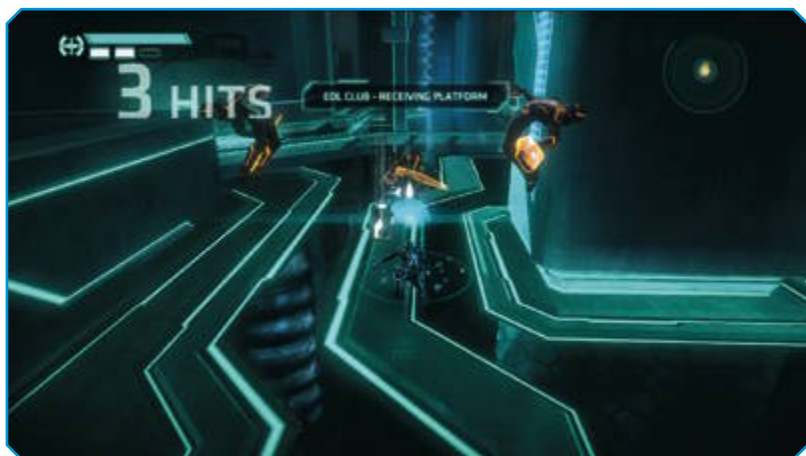
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## EOL CLUB RECEIVING PLATFORM >>



Three heavy sentries stand guard outside the End of Line Club—apparently Clu is expecting you to contact Zuse. Rush amongst the three heavy sentries and perform a Groundhog slam attack to knock them all off their feet. Isolate one heavy sentry and hammer him with attacks while he's still on his back. Repeat the process, using a slam attack to knock down the heavy sentries, then attack aggressively while they're down. Defeating the heavy sentries causes the club's door to open. Step inside and meet up with Quorra.

### NOTE



When you reach Version 7, you acquire the Bomb Disc. This adds three more power attacks to your arsenal. Bomb Blast is the standard ranged power attack, causing your disc to explode upon contact with its target. Boomzer allows you to throw several small bombs across a large area, each inflicting minimal damage. Then there's Groundrez, a powerful explosive slam attack that knocks down anyone within its large blast radius. This is perfect for taking on heavy sentries.



# END OF LINE CLUB



At first, Zuse is put off by the presence of a system monitor in his club, but Quorra convinces him that Anon is on their side. Upon learning of Tron and Flynn's deaths, Zuse suggests Quorra and Anon head to Arjia City by Solar Sailer. Radia must hear the news before Clu can get to her. She can then spread the news among the ISO factions. Suddenly, the club begins to shake as a massive ship appears outside. Quorra shoves a baton into Anon's hand and urges him to follow her. They escape through one of the windows just as a massive explosion rocks the club.

## ESCAPE THE END OF LINE

### TRON FILE 06: LIGHT CYCLE (+50XP)



As Anon falls, the baton in his hand generates a Light Cycle. Use the controls shown on screen to steer, accelerate, and brake as you race down the side of the End of Line club. As this sequence starts, stay to the right side to pick up the level's last Tron file. It can be difficult to see at such high speeds so consider slowing down. If you miss it, restart from the previous checkpoint to try again.



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You can also throw your disc while driving. Watch out for sentries on their own Light Cycles. Take them out quickly before they can hem you in. Also, avoid contact with the light trails produced by their Light Cycles. Even glancing this light trail can inflict serious damage. All it takes is a couple of hits with your disc to take out enemy Light Cycles.



Keep your speed up during this entire sequence. Clu's ship and Recognizers have heavily damaged the club, forcing you to jump enormous gaps in the damaged building. If you're not traveling at top speed, you won't make it across.



Large chunks of the building are missing on the left and right in this area. Hug the center line, making minor steering adjustments to avoid over correcting. Tapping the control stick to steer is the best way to control the Light Cycle at high speeds. More dramatic movements will send you off the side of the building, leading to a spectacular crash. Fortunately, there are plenty of checkpoints along the way.



Keep up with Quorra's Light Cycle to escape the End of Line club before it all comes crashing down. At the end of the Light Cycle sequence you're awarded the *Reboot* achievement/trophy for completing the level. Quorra and Anon escape, just as the club comes crashing down. Apparently Clu isn't messing around. Attacking the End of Line club is an unofficial declaration of war against the ISOs. But Quorra and Anon don't have much time to catch their breath. A black guard tosses a bomb at their feet and then makes a hasty retreat. Anon and Quorra dive out of the way before the bomb detonates and decide it's best to separate. Quorra says she'll meet Anon at the docks. . .

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# SHUTDOWN [TRON CITY]

## SUMMARY

*With Flynn gone, Clu's started deleting his opposition. Can you escape before he cuts off the City Core?*



## TRON FILES



## ABRAXAS SHARDS



## ACHIEVEMENTS AND TROPHIES

Name	Description	Gamerscore	Trophy
 <b>It's what I do</b>	Your character has reached level 10	10	Bronze
 <b>Shutdown</b>	Completed Chapter Two	20	Silver



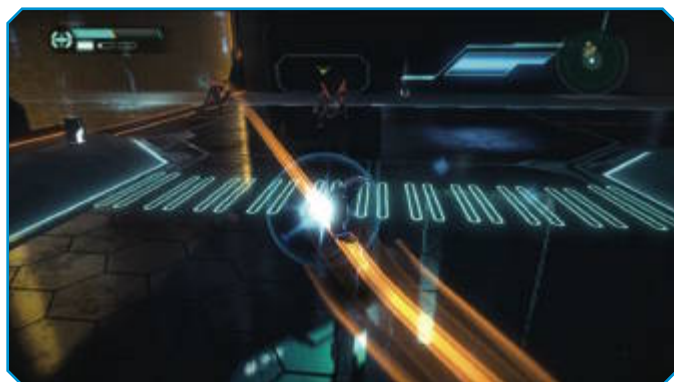
Anon and Quorra have just escaped the attack on the End of Line club only to come under attack by more sentries arriving in a Recognizer. Quorra manages to escape before the area is quarantined. You'll need to defeat Clu's sentries before you can meet Quorra at the Solar Sailer docks.

# SUB JUNCTION 3—QUARRANTINE ZONE >

## REACH THE SOLAR SAILER DOCKS



Instead of waiting for the sentries to attack, rush toward the Recognizer and equip your Bomb Disc. As soon as the four sentries step off the Recognizer, rush between them and initiate a Groundrez slam attack. This inflicts damage on all four enemies and knocks them off their feet. Attack the sentries while they're on the ground and then follow up with another Groundrez as soon as they get up. By attacking aggressively with slam attacks and hitting the sentries while they're down, you can help even the odds, potentially eliminating two enemies. If your energy is drained, hold your ground and use parry attacks to eliminate the remaining sentries.



After the four sentries are eliminated, three scout sentries rush in to stop you. Stay near one of the ETCs and use supercharged disc attacks to damage these guys. Don't forget to block their powerful disc attacks. Still, blocking these attacks causes you to lose some health. If necessary, run across the ETC to replenish your health. When it comes to attacking, focus on one scout sentry at a time, but keep an eye on the other two during your attacks and be ready to block incoming discs. It may take a while to pick apart these scout sentries, but remain patient and persistent.

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Once all three scout sentries are eliminated, activate your NAVI BIT to see where to go next. Vault over the bench to grab hold of the hexagonal grip point protruding from the wall. Jump up to the next platform and cross the sky bridge to reach the next walkway. Here, vault toward the illuminated sign and wall run across it. After wall running across the sign, jump to the right and use your Mag disc on the red grapple point to launch yourself toward the next platform. There you can access a Disc Station and purchase system upgrades.



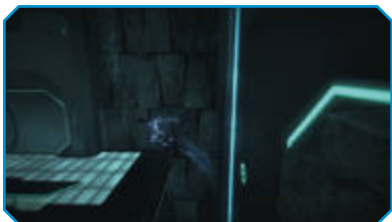
Vault toward the next walkway and then enter this room. Several infected programs swarm out of the corrupted walls and attack you. Compared to your earlier battles, taking out these guys is simple. Keep your distance and eliminate them with a series of basic disc attacks and combos. After the first four infected programs are destroyed, more emerge from the walls. These new infected programs are highly volatile, indicated by the yellow plumes of smoke surrounding them. These infected programs explode even after the most basic of attacks, so make sure you're far away from the blast. If you get too close, you'll be temporarily damaged by corruption. While the corruption is attached, a plume of yellow smoke trails behind you and you cannot attack. As long as the corruption is attached it slowly depletes your health. To halt the corruption, run across an ETC. Corruption will also fade over time if you can't reach an ETC. Just make sure it doesn't derezz you before it dissipates.



Defeat all the infected programs on the floor, then activate your NAVI BIT for a hint on how to reach the next area. Here you must jump and perform a horizontal wall run across the marked wall. At the end of the horizontal wall run, jump toward the next marked wall and perform a vertical wall run. At the top of the vertical wall run, jump to reach the platform behind you. It's a complex maneuver that may take some practice, but it's the only way to reach the next area. The key to achieving the necessary height is by starting the first horizontal wall run with a jump.



In the next room you must activate four switches to extend a bridge leading to the exit. Two of the switches are at ground level and easy to hit. Activate those switches first by hitting them with your disc. Next, move to the center of the room between the two massive pillars. The next switch is located atop the pillar on the left. Wall run up the pillar on the right and then jump to the pillar on the left. Keep jumping and wall running up the two pillars until you can hit the switch with your disc. Three down, one to go.



The final switch is on the elevated walkway at the back of the room. Vault toward the marked wall in the corner, then perform a vertical wall run upon contact. At the top of your wall run, jump to the platform behind you. From here you can hit the final switch and extend the bridge leading to the exit.



**ABRAXAS SHARD 2: +100XP**



The second Abraxas shard is located in this room, so don't cross the bridge just yet. Run up the nearby stairs and then jump and wall run up this transparent piece of glass to grab the second shard.

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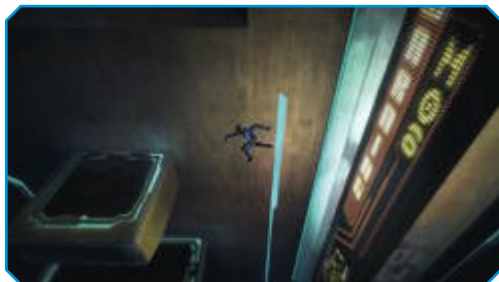
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When you're ready to leave, perform a horizontal wall run across this marked wall by the bridge. Grab the edge of the bridge and pull yourself up. Follow the bridge through the exit. Turn left outside and sprint jump toward the next walkway. Perform another sprint jump to reach the hexagonal grip point sticking out of the next wall, then jump up to the next platform.



Vault toward this bright sign and then wall run up it. At the top, jump toward the platform behind you. From there, sprint jump to another hexagonal object sticking out of the next wall. Grab it and jump to the next walkway.



#### TRON FILE 07: SCOUT SENTRIES (+100XP)

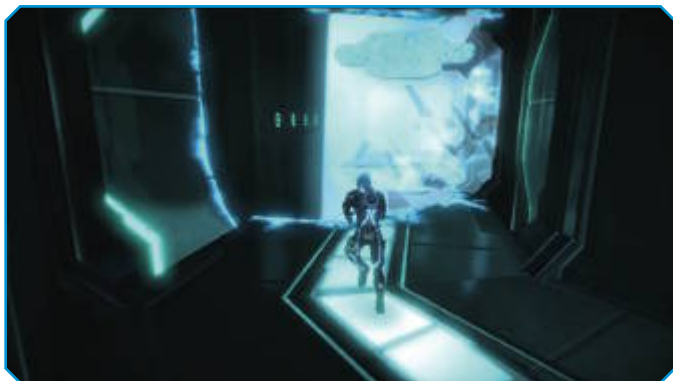


Locate the red grapple point high above and target it. Use your Mag disc to launch you through the air toward the balcony. Another Tron file is located on the edge of this balcony. Pull yourself up onto the balcony to grab it. Now you know more about the scout sentries. Pass through the nearby door to continue.

# SERVER REDIRECT TERMINUS >>



Turn left in the next room and proceed down the long hallway. There's a Disc Station you can access here, so consider taking a moment to spend some memory on upgrades. When you're finished at the Disc Station, continue walking along the hallway occupied by several Basics. Suddenly, a Light Tank outside begins to bombard the corridor, blasting a hole in the wall where two heavy sentries once stood. Don't stand still. Instead, target the grapple point with your Mag disc to cross this gap.



The Light Tank scores another direct hit further down the hall, creating another large gap for you to cross. This time, sprint and jump toward the marked wall on the left. As you make contact, wall run across it to reach the next span of the corridor. Drop down to the large platform at the end of the corridor and keep running to avoid giving the Light Tank an easy target.

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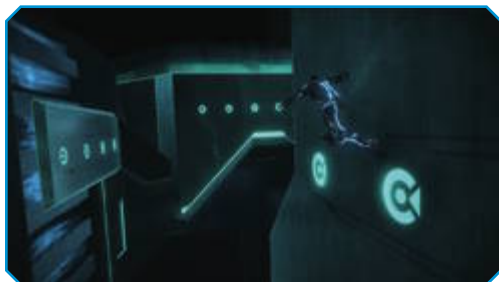
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Vault toward this wall on the right and wall run across it. As you near the end, jump to the marked wall on the left and wall run across it. Next, jump to a third marked wall to the right. Wall run across this final wall and then jump toward the next platform.

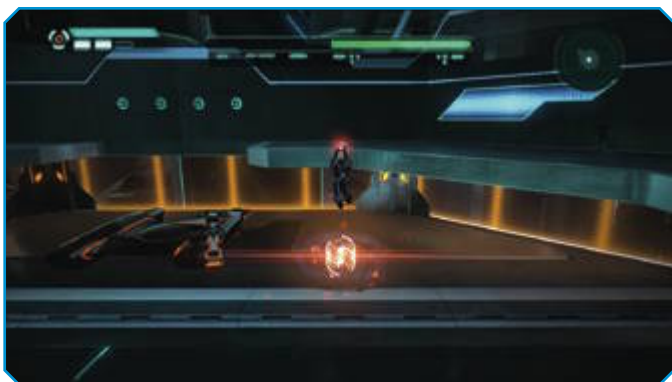


As you pull yourself up onto the next platform, a brief cutscene shows a nearby tower collapsing. As soon as you regain control, sprint to the left side of the platform to avoid getting smashed. If you're not fast enough, you'll have to start over from the previous checkpoint. You're finally out of range from the Light Tank. Sprint jump toward the next platform and then use your Mag disc on a pair of successive grapple points to enter the Vehicle Router Station.

## VEHICLE ROUTER STATION >>



You land only a few meters away from a Light Tank. Don't stand still—instead, equip your Bomb Disc and attack! All Bomb Disc power attacks inflict damage on the Light Tank. However, do your best to stay away from its turret. You're faster and more maneuverable than the Light Tank, so use this to your advantage. Sprint around the Light Tank to stay ahead of its rotating turret. However, keep your distance—if you even brush up against the side of the Light Tank you'll derezz.



Power attacks cost energy, so at some point during this battle you'll need to replenish your stores. Use your Mag disc on one of the two grapple points suspended above this arena-like structure. These grapple points give you access to the ring-like walkway above the floor. Here you can access ETCs as well as energy consoles. Vault over the white consoles to restore your energy.



Once you're stocked up on health and energy, return to the floor and resume battle with the Light Tank. The standard Bomb Blast attack is effective, especially if you want to keep your distance. But the Groundrez slam attack inflicts the most damage, allowing you to destroy the Light Tank quickly with minimal recharging of your energy stores. However, you must be very close to the Light Tank for the Groundrez to inflict optimal damage. Whatever your preference, keep up the attack until the Light Tank is eliminated.



After defeating the Light Tank, return to the upper walkways using your Mag disc. You must now activate two power nodes on opposite sides of the walkway. Interact with each node to restore power to the adjacent ETCs and consoles. Once both power nodes are activated, a new Light Tank appears on the floor below—but this one is unmanned. Replenish your health and energy before dropping back down to the floor.

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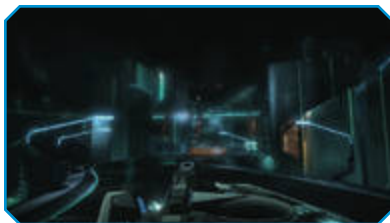
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Drop to the floor and interact with the Light Tank to take control of it. Follow the on-screen instructions to operate the tank and drive it forward into the next chamber. Here you come under attack by a few sentries. Rotate the turret in the direction of your enemies and blow them to bits. The Light Tank has differing power attacks depending on which disc is selected. Alternate between your Heavy and Bomb Discs while eliminating these threats. Each power attack costs energy, however, so use them sparingly. When the sentries are eliminated, take aim at the red switch to the right of the next door. Shoot the switch and then drive forward as the door opens.



As soon as you exit the door, turn right and stop to engage a few Light Tanks. It only takes two direct hits to destroy each enemy Light Tank, so make each shot count. You may need to raise your aim slightly above each target to compensate for range, as your projectiles drop over distance. So fire a shot, then adjust your aim based on where the projectile impacted. If it fell short of the target, raise your barrel a tad and fire again. Once you score a hit, don't move the turret at all—fire again to score the fatal hit. Keep firing until all visible Light Tanks are out of your way.

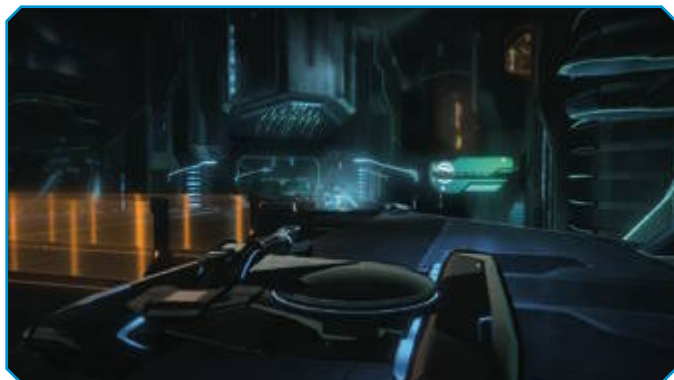


As you advance along the street, a Recognizer swoops into view. Shoot it out of the sky before it can bomb your Light Tank. All it takes is one hit to destroy a Recognizer, but you need to lead them a bit due to their movement. Instead of firing where they are, fire where they're going to be. By aiming just ahead, you can easily score a hit.

## TIP



If you're low on health or energy, look for the blue and white arrow-shaped lines on the road. Rolling over the blue lines replenishes your health while driving over the white lines restores your energy.



Some of the enemy Light Tanks are positioned behind orange energy barriers. This prevents you from getting a clear line of sight on your targets, but these barriers also protect you from being hit. You must maneuver around these barriers to engage the Light Tanks on the other side. Carefully inch around the barriers in an attempt to avoid exposing too much of your own Light Tank. Once you can score a hit on an enemy Light Tank, stop and open fire.



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Enter the structure at the end of the road and open fire on the sentries posted to the left and right. Try to hit them while they're clustered together. This allows you to take out most of them with one shot. Once they scatter, they're much more difficult to target. Once the sentries are down, shoot the red switch to open the next door. More enemy Light Tanks await on the other side, so be ready to do battle.

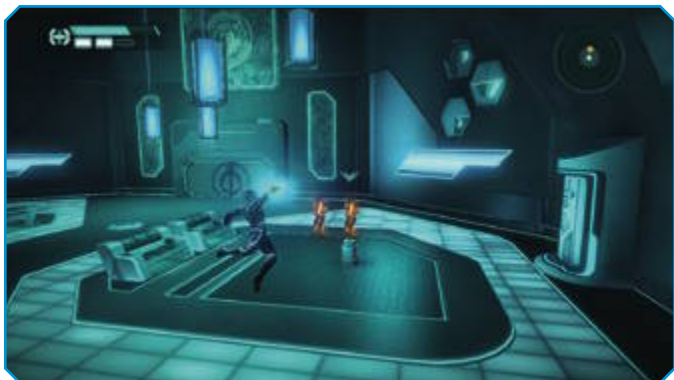


Continue along the next road, engaging enemy Light Tanks and Recognizers along the way. But there's one Recognizer attack you can't prevent as it bombs the road, causing your Light Tank to fall on the street below. Immediately turn around and open fire on the approaching heavy sentries. Once they're down, focus on the two Light Tanks flanking the orange energy barrier.



Navigate around the energy barriers on this road and engage the pockets of heavy sentries and Light Tanks waiting to ambush you. Don't overestimate the heavy sentries, especially if they move within attack range. Deal with these threats early before they can unleash their bomb attacks. Once the heavy sentries are eliminated, focus on the remaining Light Tanks. By the time you reach the end of this sequence, you should have attained Version 10, earning you more memory and the *It's what I do* achievement/trophy. Drive your Light Tank to the end of the road to access the Solar Sailer terminal.

## SOLAR SAILER TERMINAL A >



Two sentries stand guard inside this room. Parry their disc attacks to finish them off. They are replaced by two new heavy sentry v2s. Instead of being equipped with energy shields, these guys wear heavy armor and are capable of performing their own Groundhog slam attack. Keep your distance, especially if you see them about to slam their disc into the ground. If you get hit by the shockwave of this linear attack, you'll be thrown high into the air. To avoid these attacks, keep moving and launch yourself into the air by vaulting over objects. Your Heavy Disc's Destroyer power attack is very effective against these heavy sentry variants. Supercharged disc attacks are also useful for whittling away at their health. Just keep moving and avoid getting caught between these two powerful enemies.

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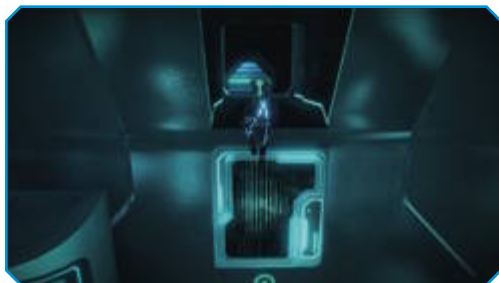
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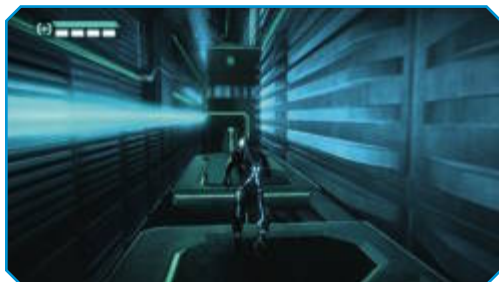
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Once both heavy sentries are eliminated, a grate opens in one of the perimeter walls, providing you an exit. Before leaving, restock on health and energy by running across the ETCs and vaulting over the energy nodes in the room. When you're ready to leave, jump and wall run up to the new opening. In the duct beyond, vault across a large gap to enter the next area.

## SOLAR SAILER ENERGY SHAFT 4 >>



Blue energy beams intermittently cut through this narrow shaft. Wait for the beam to shut off before attempting to cross to the opposite side. A Disc Station awaits on the nearby platform, giving you a chance to purchase some upgrades before continuing. When you're finished shopping, jump to the next platform, then vault and wall run up the wall ahead.



Pull yourself up onto the next platform. Wait for the blue beam to disappear, then vault to the opposite side of the shaft. Immediately wall run upon making contact with the marked wall on the left side of the shaft. As your momentum slows, leap to the right side of the shaft and perform another wall run before finally leaping back toward the next elevated platform on the left. Sprint jump down to the next platform, then vault and wall run toward the end of the shaft. Once again, wait for the beam to disappear before stepping through the hole.

# MASTER LINE CONTROL ROOM



The energy beam in the previous shaft originates in this room. In order to escape, you must deactivate the beams by activating four switches within a short span of time. Begin with the two switches on this side of the room. Drop down into the nearby pit, activate the red switch, then jump and wall run vertically to escape the pit. The beeping sound indicates how long you have to activate the other switches. The beeps get closer and closer as time goes on, so don't waste any time.



After climbing out of the pit, use the nearby vault object to launch yourself toward the nearby wall. As soon as you make contact, perform a vertical wall run to reach a small platform. Now turn to the wall on the right, wall run up it, and then leap to the walkway behind you. From here you can activate the second switch.



Return to the ground and vault to the opposite side of the room. Vault and wall run up to the next platform to activate the third switch. Immediately drop down to the ground and activate the fourth switch on the right, with no acrobatics required. If you managed to activate all the switches within the allotted time, the energy beams shut down, allowing you to escape.

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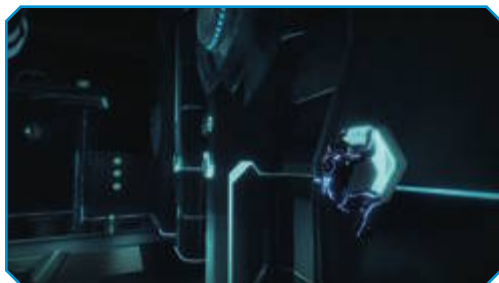
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Jump and wall run up to this hexagonal grip point sticking out of the wall. Jump to the next grip point to the left, just below the opening where the energy beam was shooting from. Leap up into the circular opening in the wall and dash through. Turn left on the next walkway and use your Mag disc on a grapple point to reach the dock.

## SOLAR SAILER DEPARTURE AREA 5F >



As you approach the dock, Basics begin to flee as a black guard attacks. This is the same black guard that attacked Anon and Quorra outside the End of Line club. This black guard tosses grenades, so avoid getting too close. Instead, hold back and counter with supercharged disc attacks. Ranged power attacks are also effective. But as soon as he begins tossing grenades, put as much distance between you and the black guard as possible.

### CAUTION



Don't let the black guard corner you near one of the ETCs. If you get hemmed in here, he'll just keep tossing grenades giving you virtually no opportunity to escape. If you must heal, run across an ETC and move back to the center of the dock before you get trapped in one of these corners.



## TRON FILE 08: SOLAR SAILER (+100XP)



Before defeating the black guard, move to this edge of the platform to collect the level's final Tron file, revealing information about the Solar Sailer you are about to board. Once the black guard is eliminated, the level is complete and you won't have a chance to grab it.



Resume your fight with the black guard and look for opportunities to knock him off the platform. As he leaps into the air, you can knock him back with a power attack, such as the Heavy Disc's Destroyer. Therefore, if he leaps into the air near the edge of the platform, you can knock him back so when he comes back down there's nothing beneath his feet. Quick derezzes are tricky, but entirely possible with proper timing.



With the black guard out of the way, Quorra joins Anon at the dock and the two board a Solar Sailer headed for the city of Arjia. Radia can be found in the city's tallest tower, known as the Hub. From there Radia can inform the rest of the ISOs of Clu's attack on Flynn and Tron. Completing Chapter 2 earns you the *Shutdown* achievement/trophy.

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# ARJIA [ARJIA]

## SUMMARY

*A sinister power lurks as you and Quorra seek out the powerful Radia to spread the truth about Clu.*

## TRON FILES



## ABRAXAS SHARDS



## ACHIEVEMENTS AND TROPHIES

Name	Description	Gamerscore	Trophy
 <b>Arjia</b>	Completed Chapter Three	20	Silver



The Solar Sailer docks at Arjia where clusters of Arjians gather and discuss the rumors trickling out of Tron City. If you're low on energy, take a moment to vault over the two nearby energy consoles. You begin this level with the same energy level you had when you defeated the black guard, so take a moment to replenish your stores. Once you're finished listening to the gossip, follow Quorra down the dock to the arrival area.

# SOLAR SAILER ARRIVAL AREA 5F >>

## INFILTRATE ARJIA CITY

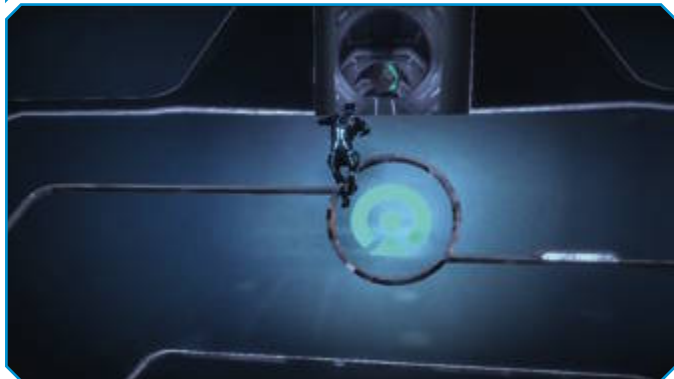


Clu has put out a false warning about Anon, suggesting that he's infected with the virus that's plaguing Tron City. As a result, Quorra suggests advancing through a service tunnel to avoid unwanted attention. This will allow you to move through the city's subsystem undetected. In the meantime Quorra will head topside and meet you at the Hub. Before moving out, access the Disc Station in this room to purchase some system upgrades.

### NOTE

Now that you're outside Tron City limits, the NAVI BIT does not work. You must find your own way around Arjia. However, the light blue circle icons printed on walls and other objects provide useful hints, showing where you need to go.

## TRON FILE 09: QUORRA (+100XP)



Jump toward this wall, then wall run up it to pull yourself to the top. The level's first Tron file is sitting at the entrance of the nearby tunnel. Grab it to learn more about Quorra. Follow the tunnel to a balcony and then use your Mag disc on a red grapple point to launch yourself toward the next platform.

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## ARJIA CODESTREAM SUB LEVEL



There are no hostiles in this part of the city, but there are several challenging platforming sequences you must complete. Start off by using your Mag disc to pull yourself toward this grapple point. While you're flying through the air, target the next grapple point and use your Mag disc a second time before you plummet to your death. The second grapple point gives you just enough altitude to reach the grip point sticking out of the nearby wall. Jump up to the next platform to continue.



Vault, wall run, and leap across a series of grip points until you reach this next challenge. Vault toward the wall, then immediately initiate a horizontal wall run. At the end of the wall run, leap to the right. Quickly locate and target the red grapple point and activate your Mag disc to reach the distant platform.



When you reach this spot, leap to the grip point just below this vertical ETC. Now, jump up toward the ETC and immediately perform a vertical wall run. At the top of your wall run, jump to land on the platform behind you.



Cross the long bridge and take a moment to study this next obstacle before advancing. Here you must perform three horizontal wall runs across these ETCs in quick succession to reach the elevator on the next platform. Start by sprinting and jump toward the first ETC on the left. Wall run across it, then leap to the ETC on the right. Continue wall running and then jump to the last ETC on the left. Cross the third ETC and finally leap to the platform. Enter the elevator and ride it down to the next level. You're now within the city.

## ARJIA CITY >

### LOCATE THE HUB

#### TRON FILE 10: ARJIA (+100XP)



After exiting the elevator, consider accessing the nearby Disc Station. Before crossing to the next platform, look up to locate another Tron file floating high above this platform. Jump and then wall run up the narrow column adjacent to the Tron file to collect it. This file reveals information on Arjia.



Locate the red grapple point and use your Mag disc to reach the next platform. Here you're ambushed by several sentries, including one heavy sentry v2. Charge directly into the group and hit them with a slam attack, such as the Bomb Disc's Groundrez. If possible, try to use your power attacks and combos to knock the enemies off the platform. This is the easiest way to defeat the heavy sentry v2. However, it works both ways, so be careful not to get too close to the edge yourself. The heavy sentry's slam attacks can send you flying off the platform.

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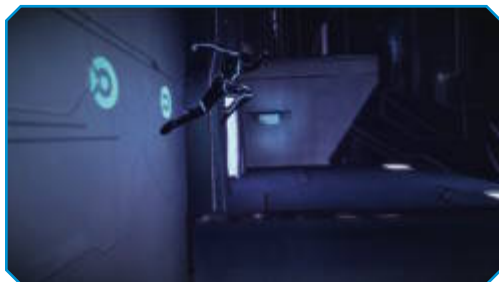
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## TIP

Using the Mag disc's negative polarity attack, you can target and knock enemies back. This only causes a small amount of damage, but it's a great way to push enemies off ledges.



Continue advancing through the city following the blue icons imprinted on the walls. On this platform, step onto the red icon to activate the grapple point above a large oscillating arm. Wait until the arm is perpendicular to the next platform and then activate your Mag disc. If your timing is right, you land on the oscillating arm. But watch out for the sliding object moving back and forth along the arm—this inflicts damage if it touches you. So jump over the sliding object and stand at the end of the arm. From here you can target the next grapple point and reach the nearby platform with your Mag disc.



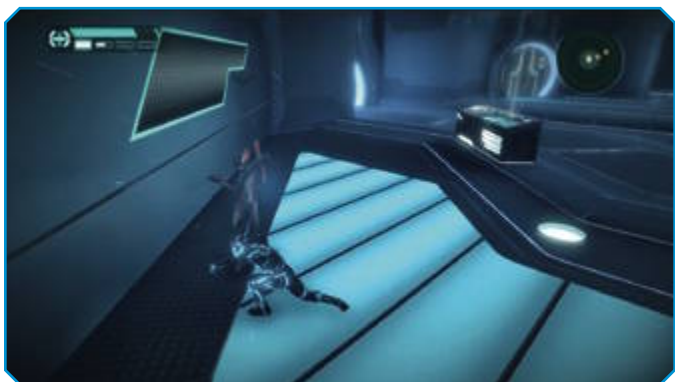
This next wall run sequence is deceptive. As you near the end of your horizontal wall run here, leap toward the next platform, otherwise you'll hit the vertical face of the platform's doorway and fall to your death.



The path ahead is relatively challenge free, but pay close attention as you near this platform occupied by a single sentry. Sprint and jump toward the platform, then immediately perform a vertical wall run to pull yourself to the top. Immediately attack the sentry with a power attack in an attempt to knock him off the platform. Keep up the attack until he either falls or succumbs to his injuries. Afterward, sprint and jump toward the next two-tiered platform and mantle jump to the top.



Upon entering this room, Arjians flee as you're attacked by several sentries, including one heavy sentry v1. Hold your ground and parry the attacks of the sentries that approach. Save your energy-based attacks for the heavy sentry. When the heavy sentry is within range, initiate a series of slam attacks until his shield is destroyed. Unable to block your disc, he's relatively easy to take out with supercharged disc attacks.



Watch out for the arrival of two scout sentries. If the heavy sentry is still alive at this point, ignore him and hunt down the scouts. Race toward the scout sentries and attack at close range, preferably with combos or supercharged disc attacks. If you stay close to them, they'll run away. This prevents them from attacking you. But keep an eye on both scouts and be ready to block if one manages to throw a disc at you. After the two scout sentries are eliminated, mop up any resistance left in the room to unlock the exit. Before leaving, replenish your health and energy by running across ETCs and vaulting over the consoles.

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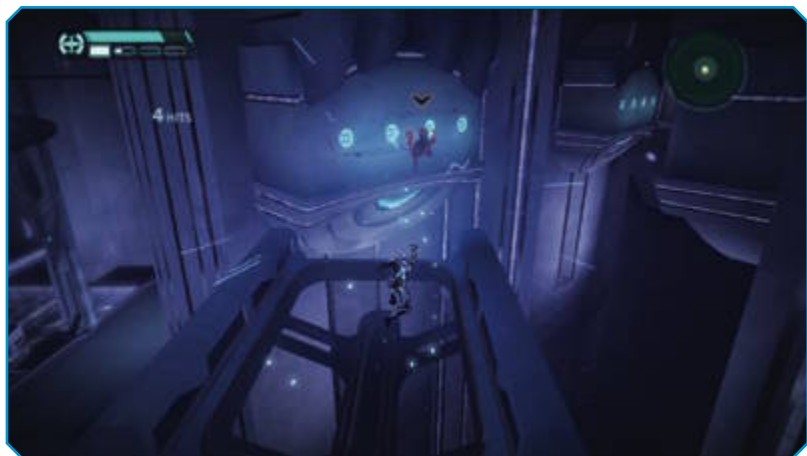
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Exit the room and advance across the next few platforms. Sprint and jump toward the first set of grip points sticking out of this large column. Energy beams flank these grip points, moving up and down. Jump vertically to the top grip point and then carefully time your next jump to the left to avoid being hit by the moving energy beam. Continue jumping from one grip point to the next, avoiding the energy beams along the way. Keep moving to the left until you can drop down onto a bridge.



Climb up to this next platform and charge directly at the sentry on the adjoining walkway. Block his disc throw and then perform a Fist Strike combo to knock him off the end of the walkway. With the sentry out of your way, sprint and jump toward the nearby wall and perform a series of wall runs and jumps, zig-zagging left and right to make your way to the next platform. Upon landing, another sentry charges toward you. Use a Fist Strike combo to knock him off the platform and continue your advance.



Vault toward this ETC and immediately perform a horizontal wall run upon contact. As you reach the end of the ETC, jump to the right and immediately target the grapple point with your Mag disc to reach the next platform, occupied by several Arjians. There's also a Disc Station here if you have any memory you wish to spend on upgrades.

## ARJIA COMMUNAL ASSEMBLY >



As you enter the adjoining room, the Arjians flee as several sentries approach, including two heavy sentries with shields. Keep your distance from the heavy sentries for now and deal with the standard sentries. Block and parry their disc attacks and look for openings to perform some power attacks. As you defeat the sentries, reinforcements appear from the elevator doors at the center of the room. Keep moving and countering their attacks while keeping your distance from the heavy sentries.



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Eventually two scout sentries arrive. Hunt down these guys before they can target you from long range. Chase after them and hit them in the back with continuous supercharged disc attacks before they can assume an offensive posture. Once the scout sentries are eliminated, finish off the heavy sentries. Use slam attacks to knock them down, then hit them with combos or power attacks before they can get back up. The room is filled with ETCs and consoles, so you'll have plenty of health and energy at your disposal during this fight.



Exit the room and use your Mag disc to cross over to the next platform. Turn right and wall run up the elevator door to reach the grip point above it. To reach the next grip point, jump and wall run up. Perform the same jump and wall run combo again, but this time jump at the end of your wall run to reach the platform behind you.



To cross this span, sprint and jump toward the wall on the left, then wall run across it. Leap to the wall on the right, run across it, and then jump to the next wall on the left. After wall running across the third wall, jump to the right and use your Mag disc on the grapple point to pull yourself toward the next platform.

## CONDUIT HUB—UNDER CONSTRUCTION >>



Carefully time your next wall run here to avoid getting hit by the two moving energy beams. Wait until the beams both move up before performing your wall run. This time, don't jump before initiating the wall run, otherwise the extra elevation may launch you into one of the beams overhead. More energy beams serve as lethal obstacles on the next few platforms. Study the movement of the beams and then vault beneath them as they move up.

## ARJIA CENSUS SERVICES—FOYER >>



Wall run and jump into the next room's entrance where you're immediately swarmed by sentries. Go on the defensive by blocking and parrying the incoming disc attacks. While blocking, look for opportunities to unleash a slam attack to knock several enemies off their feet. If you can knock several sentries down, hit them hard with supercharged disc attacks before they can get back up. As sentries are defeated, more appear, including a couple of scout sentries. Chase down the scout sentries and take them out as quickly as possible before they can start hammering you with their powerful disc attacks. Wrap up this battle by eliminating any sentries. Then stock up on health and energy before exiting.

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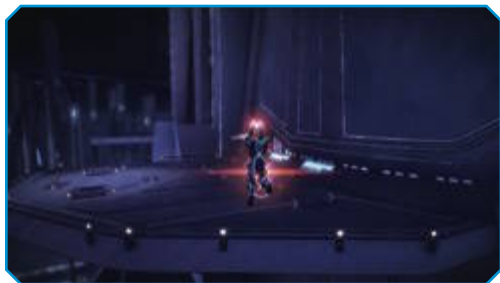
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Vault toward this wall, then wall run and jump across these next four opposing walls. At the end of each wall run, jump across the gap to reach the next wall, bouncing back and forth across this span. After running across the fourth wall, jump to the left to land on a platform holding a Disc Station. Take a moment to review your upgrade opportunities before continuing your journey to the Hub.



Next, vault toward the nearby ETC, wall run across it, and jump to the next ETC on the right. As you wall run and leap from the second ETC, use your Mag disc to cross a series of three grapple points. After each successful launch, target the next grapple point to fly through the air toward the large platform ahead. You've now reached the Hub.

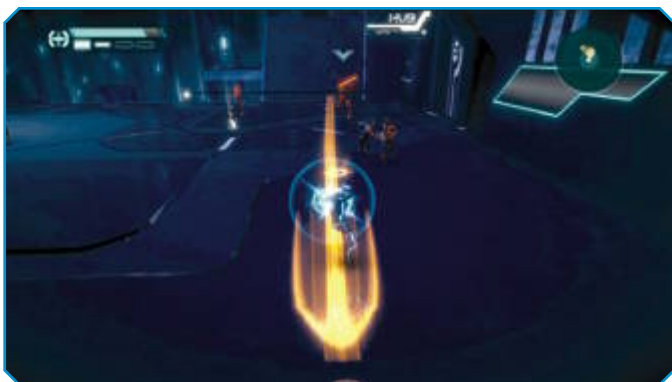
## THE HUB »



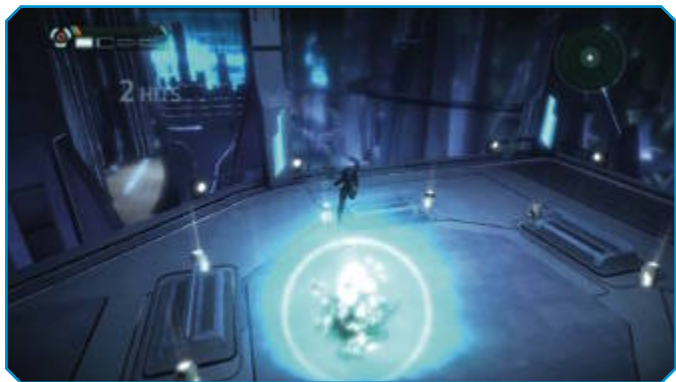
As expected, Clu has deployed multiple sentries at the Hub in an attempt to stop you from reaching Radia. You're vastly outnumbered here, so assume a defensive posture and block all incoming disc attacks. Carefully time your parry counterattacks to ensure you don't get caught by an incoming disc. Reinforcements arrive via a Recognizer, so try to hit these guys with a slam attack before they can spread out.



As the number of sentries dwindles, a second Recognizer arrives and drops off two heavy sentries. Keep your distance from these guys until all the other sentries are eliminated. When it's time to face the heavy sentries, rush in between them and perform a slam attack to knock them off their feet. While they're down, hammer them with supercharged disc attacks to destroy their shields. This makes them much easier to defeat with standard disc attacks.



As you finish off the heavy sentries, a third Recognizer sets down and drops off two sentries and two scout sentries. When you're not blocking their attacks, chase after the scout sentries and take them out at close range, preferably with power attacks or supercharged disc attacks. Once the scout sentries are down, finish off the two sentries. This is also a good time to stock up on energy and health before the final round of this battle.



After defeating all the enemies, a new black guard variant armed with a staff leaps onto the platform and charges toward you. By twirling his staff, this black guard can block most of your disc attacks. Arm your Bomb Disc and hit him with a Bomb Blast power attack to temporarily knock him off his feet. It won't take him long to get back up, but still take this opportunity to hit him with combos and other attacks. He can't block anything while he's on his back.

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This black guard has no ranged attack, so you can avoid taking damage by simply keeping your distance. If you get too close he'll perform a devastating slam attack. To avoid this, keep moving, vaulting over the benches and energy nodes. When you have enough energy stored up, resume your Bomb Blast attacks. If you can hit him near the edge of the platform, the blast might even knock him off the side. Once the black guard is eliminated, a doorway opens, giving you access to the Hub's interior. Quorra is waiting inside.

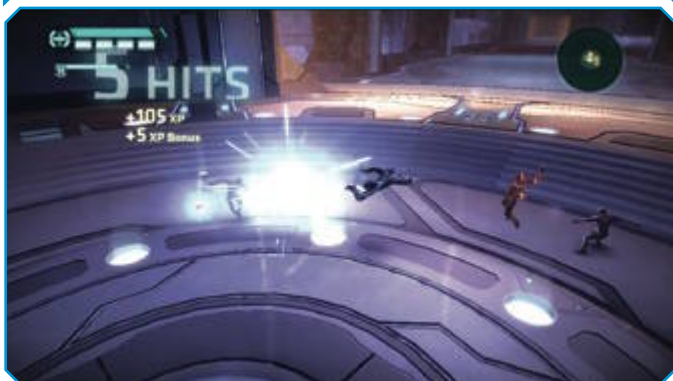


In the following cutscene, Anon and Quorra sneak into the Hub and listen in as Clu talks to Radia. Clu lies and tells Radia that Anon is the one responsible for Flynn's death. In the meantime, he needs Radia's assistance to rally the ISOs in the battle against the Abraxas virus. Radia agrees to do everything she can to preserve the Grid.



Shortly after Clu leaves, Radia calls for Quorra to show herself, realizing she was eavesdropping all this time. Quorra reveals the truth, telling Radia that Clu was the one responsible for Tron and Flynn's deaths. But Radia has some shocking news of her own—Flynn isn't dead. Tron sacrificed himself to save Flynn. Radia orders Quorra to inform all the ISO factions of the truth. Radia tells Anon that Flynn must be found. In her vision, Radia saw that Flynn was escorted from the city by an ISO survivalist named Gibson. But Gibson was arrested by Clu's men and sent to the Game Grid. You must find Gibson to find out where Flynn is.

## ESCAPE ARJIA CITY



Leave Radia and approach this large plaza where a Recognizer has landed and dropped off several sentries. Block and parry their disc attacks to thin out their ranks. Among the sentries is a heavy sentry v2. Stay clear of this guy to avoid getting knocked down by his slam attacks. If you fall down, you'll be easy prey for the other sentries. Eliminate the sentries, then focus on the heavy sentry, hitting him with power attacks and supercharged disc attacks. When the fight is over, stock up on health and energy. You can also access a Disc Station on the plaza's perimeter, near the point where you entered from Radia's chamber.

### NOTE



The previous fight may have leveled you up to Version 12, unlocking the Stasis Disc. Like the Heavy Disc and Bomb Disc, the Stasis Disc adds three more power attacks. Time Warp is the disc's ranged power attack, temporarily slowing the target's movements. Stasis Field generates a small sphere of energy, temporarily slowing anyone within its radius. Stasis Slam is this disc's slam attack, knocking nearby enemies into the air while slowing their movement. This causes them to slowly float back down to the ground, making them vulnerable to follow-up attacks. Like all power attacks, the Stasis Disc attacks require energy to initiate.

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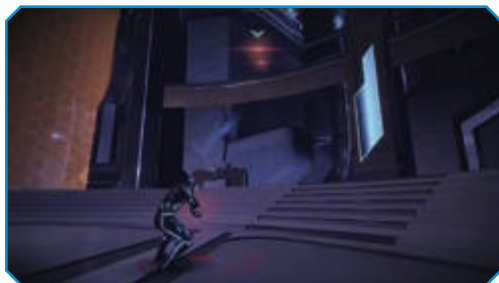
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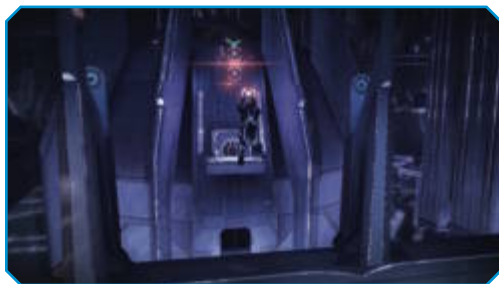
Defeating the sentries caused a red icon to appear on the plaza. Step onto this icon to line yourself up with the distant grapple points. Use your Mag disc to launch yourself toward the first grapple point. As you fly through the air, target a second grapple point and activate your Mag disc again to reach the next platform.



#### TRON FILE 11: ARJIAN (+150XP)



Vault across the next few platforms and then wall run and jump between these two vertical walls to reach the top. As you jump to the platform on the right, notice the Tron file floating high above this chasm. Sprint and jump back toward the wall on the left, then wall run up it to grab the Tron file about the Arjians. You automatically grab the grip point sticking out of the wall, preventing you from falling down. Leap back to the platform behind you to continue your journey.



Continue along the next few platforms until you reach this large expanse with two grapple points. Target the first grapple point, then activate your Mag disc. When the next grapple point is within range, activate your Mag disc a second time to reach the distant platform. Here you can access another Disc Station before stepping through the door.



Enter the theater and vault down to the floor where six sentries are waiting. Attack aggressively with supercharged disc attacks. But if they gather around you, assume a defensive posture to block and parry their attacks. These guys are no match for your skill and power, so take them down fast.



There are two power nodes located on opposite sides of the theater's floor. After eliminating the first wave of sentries, rush up one of the two perimeter staircases to activate one of the power nodes. Move quickly before the next enemies arrive. Eliminate the wave of sentries and rush to the opposite side of the room to activate the second power node.

## TIP

Sentries continually spawn into the theater during this sequence, but after a while, you won't earn more XP by defeating them. Consider holding out here until you stop earning XP. At that point, activate the two power nodes and move on.



As soon as you activate the second power node, the theater becomes unstable. If you don't escape soon, you'll fall through the floor when it disappears beneath your feet. Ignore the sentries swarming around you and move out. Rush to the circular platform in the center of the theater and stand on the red icon. Target the grapple point above, and activate your Mag disc to reach the distant platform. As you land, the theater's floor disappears, causing all the sentries to fall to their deaths. But you're not safe yet.

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Climb up the nearby wall and vault toward the large octagonal platform high above the theater. Jump and then wall run up the cylindrical structure at the center of the platform. After climbing to the top, stand on the red icon and target the distant grapple point. Activate your Mag disc to reach the walkway ringing the theater's perimeter wall. Upon landing, turn left and sprint down the adjoining hallway to escape before the theater's interior completely vanishes.

## RECOGNIZER BERTH 14 >>



As you exit the theater, a Recognizer sets down on the platform ahead and drops off four sentries. They're joined by a scout sentry. Rush toward the scout sentry first and hit him repeatedly with supercharged disc attacks or power attacks. Once the scout sentry is gone, focus on the four sentries. Block and parry their attacks while moving toward them. Look for opportunities to initiate a slam attack, such as the Stasis Slam. The nearby energy nodes can keep you supplied, so don't shy away from using a variety of power attacks to defeat this group.



After defeating the sentries, restock on energy and health before vaulting to the next platform. Here you must perform a series of vertical wall runs and jumps to climb up this shaft. Start by wall running up the wall on the left, then jump to the right. Wall run up again to grab the next Tron file, revealing details on the Light Tank. Keep wall running and jumping until you reach the top.



Advance across the next platform using sprint jumps and wall runs as necessary. When you reach this spot, stand on the red icon and target the grapple point ahead. Use your Mag disc to reach the first of four walls you must wall run across. Jump at the end of each wall run, leaping back and forth between the walls until you can reach the distant balcony.



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Step through the sliding door on the balcony to enter this large room. A large group of Arjians flee through the exit as two scout sentries approach. The exit then seals shut, forcing you to face the scout sentries. Don't get caught in a duel with these guys. Instead, chase after them and attack at close range—supercharged disc attacks are the most effective. More reinforcements arrive through the nearby elevator, consisting of sentries and scout sentries. After a while you won't gain any more XP for defeating these enemies, so look for a way to open the exit, otherwise you'll be locked in an endless battle.



**ABRAXAS SHARD 3: +150XP**



There are three red symbols located above the exit's doorway. These same symbols can be found on the room's ETCs. Wall run across the ETCs to activate them and unlock the exit. You can do this in any order. As long as you keep moving from one ETC to the next, you can avoid taking heavy damage from the sentries. When you wall run across the ETC above the exit, proceed to the adjoining platform to grab the third Abraxas shard. Once all the ETCs are activated, the exit opens. Rush through the open doorway and vault to the large circular platform outside. The door seals behind you, ensuring no sentries pursue you.



From the circular platform, sprint and jump toward the ETC on the next wall, wall run across it, and then jump to the next platform. Cross the next span using your Mag disc on the grapple point. Advance to this area where you're confronted by two heavy sentries with shields. Equip your Bomb Disc and perform a slam attack to knock them off their feet. Hit them with power attacks as they get to their feet in an attempt to destroy their shields. If possible, try to knock them off the platform to expedite the process. Once they're out of your way, be sure to refill your energy stores by vaulting across the nearby node and console.



Vault toward this wall, wall run across it, and then jump to the next wall on the left. After wall running across the second wall, jump to your right to land on the platform below. Continue by navigating across a series of grapple points with your Mag disc. Upon landing on a balcony, access the Disc Station to browse the available system upgrades. When you're finished shopping, step through the nearby doorway.

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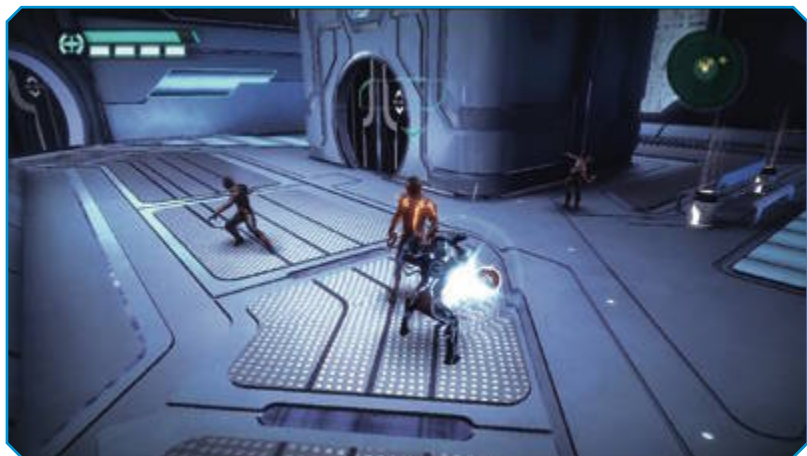
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## ARJIA CITY COOLING TOWER >>



More Arjians flee as you enter this room. You're soon joined by four sentries. Hold your ground while blocking and parrying their disc attacks. It doesn't take any more effort to finish off these guys, so don't waste your energy on power attacks.



After defeating the sentries, a new scout sentry v2 exits from the elevator. This scout sentry variant utilizes stealth technology, and cannot be targeted like other enemies. Get in close with your Stasis Disc and perform a slam attack. This sends the scout sentry flying through the air in slow motion. You still can't target the scout sentry at this point, but you can still land melee attacks and combos. Strike at the paralyzed enemy as he flies through the air and lies on the ground. Once he's dazed, a doorway opens, allowing you to exit.



Vault toward a set of grip points on this column structure. Time your horizontal jumps here carefully to avoid getting sliced by the blue energy beams. Continue along the series of grip points on the next column too, carefully moving past the blue energy beams. Drop off the last grip point and stand on the red icon to activate a grapple point for your Mag disc. Launch yourself to the next platform.



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## ARJIA SECTOR QUARANTINE GATE >>



Vault over the next set of energy beams as they move down. Now vault toward the next wall to trigger a brief cutscene showing Anon wall running and dropping onto a large platform next to Light Tank. As you regain control, you're in control of the Light Tank. Multiple heavy sentries and a Recognizer appear on the opposite end of this quarantined area. Move to the center of the platform and open fire on the heavy sentries surrounding you. Alternately, simply run down these enemies with your Light Tank. If you don't act quickly, the large number of heavy sentries can destroy your ride.



After eliminating the first wave, a couple of Recognizers commence a bombing run. Move away from the center of the platform to avoid taking heavy damage. Afterward, roll over the white and blue arrow-shaped lines to replenish your energy and health. More Recognizers land on the perimeter of the platform and unload sentries. Destroy these Recognizers as soon as they touch down, before they can unload their cargo. However, you won't gain the XP for derezzing the sentries onboard. If you want to maximize your XP, let the Recognizers land and unload before hitting them. Keep blasting targets until one of the orange energy barriers is deactivated, allowing you to escape. You earn the *Arjia* achievement/trophy for completing



In the concluding cutscene, Anon boards a Solar Sailer and travels back to Tron City. But upon disembarking at the dock, he's spotted by a Recognizer, prompting him to flee in his Light Cycle. . .



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# THE COMBATANT [TRON CITY]

## SUMMARY

*Radia has sent you to mount a daring rescue of a mysterious new ally from the Game Grid.*

## TRON FILES

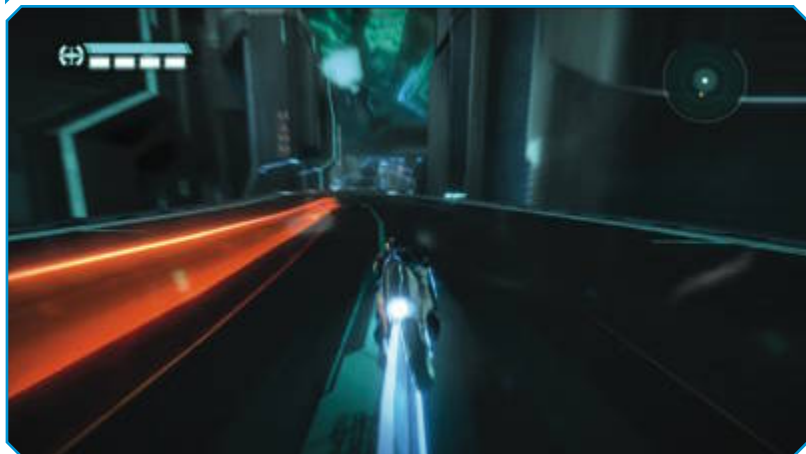


## ACHIEVEMENTS AND TROPHIES

Name	Description	Gamerscore	Trophy
 <b>Race to the Grid</b>	Completed Chapter Four	20	Silver

## PERIPHERY CORRIDOR SOUTH >

### RACE TO THE GAME GRID



This level begins with a Light Cycle sequence as Anon attempts to flee Clu's forces while racing toward the Game Grid. As soon as you gain control, accelerate the Light Cycle to top speed and follow the road. Soon after passing through a tunnel, an enemy Light Cycle appears on your left. Speed up and attack it with disc attacks. But if you can't get within range, simply avoid the enemy Light Cycle's orange light trail. The enemy Light Cycle can actually help you navigate this course by highlighting the path around obstacles. Recognizers also pose a threat, bombing the road and setting up orange energy barriers in an attempt to block your path.

## TRON FILE 13: TRON CITY (+100XP)



As you climb this slope, stay in the center of the road to grab this Tron file located just beneath the Recognizer. If necessary, slow down to improve your maneuverability. You don't need a lot of speed to make this jump.

## PERIPHERY CORRIDOR WEST >



Race through the next tunnel and drive over the blue arrow-shaped lines to replenish your health. Just beyond the tunnel, Recognizers are heavily bombarding the road. Maintain high speed through this area to jump over the damaged sections of road. When you reach the second jump, veer to the right to land on the road below.

## TRON FILE 14: RECOGNIZER (+100XP)



The ninth jump is flanked by two enemy Light Tanks—there's also a gray car parked on the right side of the road just before the jump. At this point, steer to the center of the road while accelerating. As long as you stay near the center line, you can grab the next Tron file about the Recognizers upon landing. A blinding explosion obscures the file's position, making it easy to miss. Plus, once you drop down to the next road, there's no way to turn around. If you miss this file, restart from the previous checkpoint and try again.

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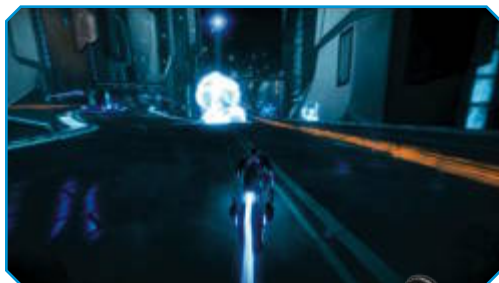
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Recognizer bombardment intensifies as you travel deeper into the city, causing large chunks of debris to fall onto the road. Scan ahead for falling bombs and debris, then make slight steering adjustments to avoid a collision. Speed isn't as crucial in this area, so slow down if necessary to avoid crashing into the debris. Just beyond the debris zone is a Y-intersection. You can go right or left here, but watch out for the Light Tanks positioned on each branch. Don't run into one of them. Avoid the falling bombs on the road ahead and race toward the Game Grid Zone.



## THE GAME GRID—SERVICE ENTRANCE >>

### INITIATE THE GAME GRID



After completing the Light Cycle sequence, vault into the nearby tunnel and follow it to a platform where you can access a Disc Station. Purchase any system upgrades that interest you. Now that you're back in Tron City, your NAVI BIT works again. Follow it across the nearby platforms to reach this area occupied by three sentries. Wait until all three gather beneath you, then drop down and land in the middle of the group. As soon as you land, unleash a slam attack to send all three sentries flying. This may knock one or two sentries off the platform, making it easier to mop up the rest. Attack the survivors aggressively with power attacks and combos, including the one sentry that shows up later.

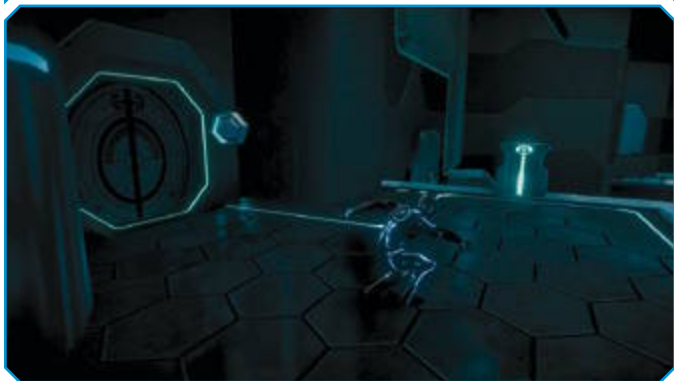


After the fight, locate this red symbol on the nearby column and hit it with your disc. This starts one of four turbines. All four must be activated through similar means to initiate the Game Grid and open the elevator on the other side of the room. After activating the first turbine, use your Mag disc on the grapple point to launch yourself toward the next platform.



Jump down to this area and eliminate the two sentries before going after the heavy sentry. The heavy sentry's shield can block all standard attacks, so equip your Bomb Disc and perform a slam attack to knock him off his feet. While he's on his back, finish him off with power attacks or supercharged disc attacks. Once this area is clear of threats, locate the red symbol on the wall and hit it with your disc to activate the second turbine. Now launch yourself to the next platform by targeting the nearby grapple point with your Mag disc.

#### TRON FILE 15: GAME GRID (+100XP)



Upon landing on the platform, turn to your left and grab this Tron file, offering more details on the Game Grid. Vault to the elevator platform, then turn around to locate another red symbol. Hit it with your disc to activate the third turbine. One more to go.

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The fourth and final symbol appears on this platform you crossed earlier, near the center of the room. Sprint and jump to the lower platform behind the elevator, then vault to the platform with the symbol. Circle around the left side of the platform until you can get a clean angle from which to hit the symbol with your disc. This activates the fourth turbine and causes the elevator doors to open. There's no quick and easy way to get back to the elevator from this platform, so simply retrace your steps across the nearby platforms, using your Mag disc on the grapple points.

#### LOCATE GIBSON

#### TRON FILE 16: CLU (+175XP)



Ride the elevator to the top of the room, high above the turbines. Upon exiting the elevator, turn left to access another Disc Station. To the right of the elevator door is a wall that you can scale. Climb up this wall to reach a duct. At the top, turn around to locate another Tron file. Jump toward the Tron file to grab it, adding data on Clu to your collection. Continue through the duct, then drop down into the next room.

## CONTESTANT MARSHALLING AREA ➤



This room is where contestants are held before competing on the Game Grid. Run around the room until you locate Gibson, identifiable by his green and black suit. Gibson recognizes Anon from Zuse's club—he knows you're looking for Flynn. He offers to help if Anon can help him escape. The two swap positions just before Gibson is set to do battle on the Game Grid. Now Anon must face Gibson's opponents in a Game Grid tournament.

## SURVIVE THE GAME GRID TOURNAMENT



As the tournament begins, block and parry the first opponent's disc attacks. Meanwhile, Clu rambles on about how the ISOs are responsible for the Abraxas virus. Stay focused on the battle and finish off your opponent to advance to the next stage.



Your next opponent crosses over to your platform and attacks at close range. Respond with melee and combo attacks. After inflicting heavy damage, he may return to his platform. Either vault across and chase him down, or simply hold your ground and finish him off with ranged attacks.

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In the next battle, the Game Grid has changed, offering multiple platforms to vault across. The addition of consoles and ETCs also gives you the opportunity to replenish your energy and health. However, there are also three opponents gunning for you. Move to the center of the room and assume a defensive posture as the three opponents surround you. Simply block and parry their disc attacks to win this round. Before taking out the final opponent, take a moment to replenish your health and energy. This greatly increases your chances of surviving the next round.



This time you face off against six opponents. Dash to the central platform and let them surround you. Block their incoming attacks and equip your Heavy Disc. As the opponents line up on the narrow walkways surrounding the central platform, target them with Groundhog slam attacks. This is a great way to inflict heavy damage on multiple opponents. This may also knock a few opponents off the walkways, quickly eliminating the opposition. If necessary, retreat to the perimeter to stock up on energy and health by running across the ETCs and vaulting over the consoles.



Your next two opponents perform like scout sentries, attacking at long range with powerful disc attacks. Instead of holding your ground and blocking, chase after them and attack at close range. Just like scout sentries, supercharged disc attacks are very effective against these guys. There's also plenty of consoles to vault over, so don't hesitate to launch some power attacks. Stasis Disc attacks are a good way to slow down these opponents, making them sitting ducks for follow-up combos.



As Anon prepares to face off against his next opponent, a Recognizer arrives piloted by Gibson. Anon climbs aboard and the two escape the Game Grid, heading for the Bostrum Colony. On the way, Gibson confirms that Flynn is still alive. He had some friends bring Flynn here, far away from Clu's power base. Gibson needs to ditch the stolen Recognizer, so he drops Anon off at the Bostrum Colony and promises to meet up later. Following the cutscene you're awarded the *Race to the Grid* achievement/trophy.

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# IDENTIFICATION, FRIEND OR FOE [BOSTRUM COLONY]

## SUMMARY

*A new friend, Gibson, offers to reunite you with Kevin Flynn in Bostrum Colony.*




## TRON FILES



## ABRAXAS SHARDS



## ACHIEVEMENTS AND TROPHIES

Name	Description	Gamerscore	Trophy
 <b>Unstoppable program</b>	Get the maximum hit multiplier	20	Silver
 <b>We made it!...this far</b>	Drove a total of 15,000 Kilocycles with your Light Cycle or Light Tank	15	Bronze
 <b>Identification</b>	Completed Chapter Five	20	Silver

## INVESTIGATE THE KERNEL



Gibson drops Anon off on this large green platform at the Bostrum Colony. Advance along the platform and access the Disc Station. If you haven't already, now's a good time to purchase an upgrade for one of your discs. V2.0 upgrades for your Heavy, Bomb, and Stasis Discs are available, each costing 8MB. These upgrades significantly improve the effectiveness of your power attacks. Health Mod and Energy Capacitor upgrades are also well worth your hard-earned memory.

# THE KERNEL—CENTRAL LOBBY >>

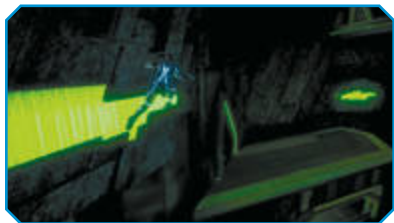


After shopping at the Disc Station, rush up the nearby steps and enter the large lobby. The door seals shut behind you. The lobby is abandoned and in disrepair. Enter the room on the right to discover evidence of the Abraxas virus coating the walls. Turn to the column marked by the targeting icon. Equip your Bomb Disc and perform a Bomb Blast power attack on this spot. This causes the column to topple, creating a bridge for you to cross. It also clears away the nearby corruption. Vault over the nearby node to replenish your energy, then walk across the column.

## TRON FILE 17: BOSTRUM COLONY (+250XP)



Vault toward the grip point on the next wall. While holding on to the grip point, jump up and wall run across the vertical blue line above—this isn't an ETC. At the top of the blue line, jump toward the platform directly behind you. Now approach this green wall until you can target it. Hit the wall with another Bomb Blast power attack. This reveals a small nook containing a Tron file. Grab it to learn more about the Bosttrum Colony.



Move out to the narrow walkway above the lobby and turn left. Vault toward the nearby ETC and run across it to reach the next platform. Don't jump at the end of the wall run, just drop. The ETCs here are green in color but still function the same way as the blue ETCs in Tron City and Arjia. Sprint and jump toward the next ETC on the left. After running across the ETC, jump to the next platform on the right. If you don't jump, you'll land back on the lobby floor, forcing you to return to the room with the collapsed column to reach this spot. At least the fall doesn't derez you.

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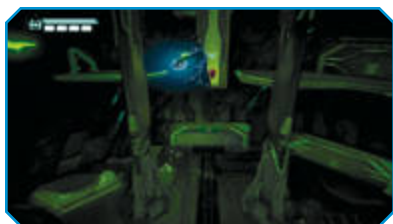
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Jump, vault, and wall run to navigate the next series of platforms lining the perimeter walls above the lobby. When you reach the last accessible platform, vault toward the center of the room and target the red switch located on the column suspended from the ceiling. You can't hit this switch from the platform, so you must hit it while flying through the air. Activating the switch causes a new door to open in the lobby below.



Upon landing on the lobby floor, enter the new room. Suddenly a new enemy emerges from the corruption. This is an advanced infected program. Its only vulnerability are Stasis-based attacks. Activate your Stasis Disc and hit it with a power attack. Once the advanced infected program is slowed down, you can inflict damage with standard attacks. Hit it with a supercharged disc attack as it flies through the air in slow motion to take it out. Once the first enemy is eliminated, a second advanced infected program attacks. Follow the same routine to eliminate it. Afterward, vault across the nearby energy node to restore your energy.



Jump toward the nearby wall and then run up it to reach the platform where the second advanced infected program attacked from. Vault toward the horizontal ETC, run across it, and then jump to the ledge on the right. Next, jump toward the two parallel ETCs, wall run up them, then jump to the wall behind you. As you make contact with the wall, run up it to pull yourself up onto the next platform. During this sequence, avoid contact with the corruption on the nearby walls and floor.



Jump and wall run across the next horizontal ETC, then leap down to this platform where three advanced infected programs are waiting. Rush to the middle of the group and perform a Stasis Slam power attack. This knocks all three enemies into the air, allowing you to take each of them out with a supercharged disc attack. Once they're all eliminated, interact with the nearby power node to open the adjoining door.



Pass through the open door and turn right. Look up, target the grapple point, and activate your Mag disc to launch yourself to the next platform. After landing, turn left and vault toward the center of the room. Just ahead is another red switch. Strike it with your disc as you fly through the air. This opens another door in the lobby below.

# KERNEL LOWER CONCLAVE >>



Enter the newly opened door to trigger a brief cutscene with Gibson. He's on a platform high above the room. Gibson warns you that his old friends here have been infected by the Abraxas virus. Following the cutscene, multiple infected programs attack. These enemies are easy to defeat with standard attacks. However, watch out for the corrupted infected programs trailing yellow smoke. Take these enemies out from long range to avoid being corrupted.



After defeating the first wave of enemies, several advanced infected programs spawn from the corrupted walls on the room's upper-level walkway. Equip your Stasis Disc and use power attacks to slow these enemies down, then hit them with supercharged disc attacks before they can recover. Vault over the consoles on the upper level or the energy nodes on the lower level to replenish your energy stores. There are also four ETCs on the upper level you can use to restore your health. Keep moving and attacking to defeat this onslaught of enemies.

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## MEET GIBSON AT THE TOP OF THE KERNEL



Following the battle with the infected programs, approach this wall and equip your Bomb Disc. Target the wall and hit it with a Bomb Blast power attack. Blow away the wall and then vault toward the next ETC. Wall run across the ETC, then jump to the next platform. You may have to perform a vertical wall run to pull yourself to the top.



Vault across a couple more platforms while engaging more infected programs along the way. Remember, when encountering the advanced infected programs, hit them with your Stasis Disc first before following up with standard attacks. After the fight, continue through a narrow doorway and access the nearby Disc Station.

### TIP



When there's only one advanced infected program remaining, keep your distance and hit it repeatedly with basic disc attacks to build up your hit counter. Although this does no damage, scoring 30 or more hits in quick succession awards you the *Unstoppable program* achievement/trophy.

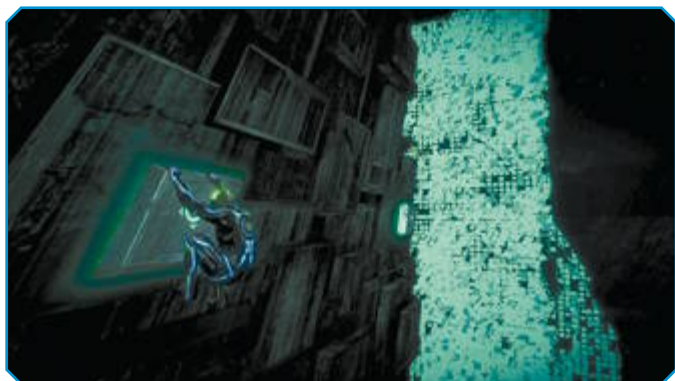
## THE OUTER KERNEL >



After visiting the Disc Station, turn to the left and vault toward the grip point on the nearby wall. Jump up from the grip point, then perform a vertical wall run. At the peak of your wall run, jump to reach the platform behind you. Sprint and jump toward the next wall and then perform another vertical wall run. Like before, jump to the platform behind you.



The next platform appears for a few seconds, then disappears. Time your jump carefully here, leaping as soon as the platform appears. Sprint across the platform and jump to the adjacent ledge. On the next platform, rush toward three infected programs and eliminate them all with a single slam attack of your choice—Groundrez works well.



Vault toward a grip point sticking out of the wall ahead. Jump to your right to grab the next grip point. The wall to the right appears and disappears, much like the platform you encountered earlier. Wait for it to disappear before leaping toward the next grip point to the right. Maneuver past a second disappearing wall, then round the next corner and drop down—don't jump—onto the platform below.



From the platform, wall run across the horizontal ETC on the left, then jump to another grip point. Jump up to a second grip point and study the disappearing and reappearing corruption above it. When the corruption disappears, jump up to the next walkway.



Follow the walkway to the left and pause before this bridge consisting of three segments. Each segment disappears then reappears. Wait until the nearest segment appears, then begin moving across the bridge. Don't bother sprinting. Instead, maintain a steady pace, ensuring the next bridge segment appears before stepping off the previous one. After crossing the bridge, jump to the grip point on the wall ahead. Jump across the next two grip points until you can drop down on a balcony. Pass through the narrow doorway to access the next area.

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## CENTRAL STORAGE—F5 DECK >>



Here you're joined by a couple of Gibson's friends (in black and green suits) that are under attack by infected programs. Lend your new Bostrumite friends a hand in this battle. A few advanced infected programs are mixed in with these enemies, so be ready to counter them with your Stasis Disc. Defeating these enemies removes the corruption from a horizontal ETC, allowing you to wall run to the opposite side of the room.



### TRON FILE 18: BOSTRUMITES (+250XP)



Before running across the ETC, pass through a narrow doorway to enter this small room containing a Tron file. It reveals more info about the Bostrumites.

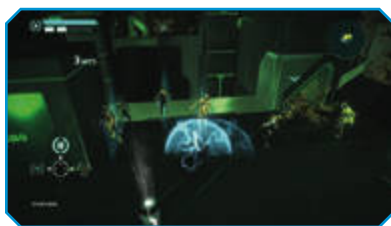


Jump toward this ETC and wall run across it to reach the opposite side of the room. A mix of advanced and standard infected programs attack you here, so be ready to do battle. Keep your Stasis Disc equipped to deal with advanced infected programs, but don't waste your energy using power attacks on the standard infected programs. Vault across the energy node if you run low on energy. Defeating this group of enemies clears the corruption from the exit, allowing you to continue your journey.



Outside, vault and wall run across this wall, then leap to the grip point on the right. Jump up from the grip point and then perform a vertical wall run to grab hold of the next platform. Continue your ascent, utilizing a series of vertical wall runs and jumps. At the top, vault toward a balcony and enter the next room.

## DEPOT—K DECK >



More Bostrumites are under attack here. Clear away the standard infected programs first, then go after the advanced infected programs, hitting them with Stasis Disc power attacks. Defeating the enemies here clears the corruption on the nearby wall, allowing you to wall run to the other side of the room.



Two more Bostrumites are under attack on the other side of the room. Pick off the standard infected programs with basic attacks. Reserve your energy for Stasis Disc power attacks when targeting the advanced infected programs. Defeating these enemies removes the corruption from a nearby switch. Hit the red switch with your disc to open the nearby door, but don't exit just yet.



**ABRAXAS SHARD 4: +250XP**



After the fight, approach this wall and target it with a Bomb Blast attack. Behind the wall is a small alcove containing another Abraxas shard. Grab it and exit through the doorway you just opened by activating the switch.

### NOTE

By now you should be close to Version 15, if you haven't already achieved it. At Version 15, the Corruption Disc is unlocked, allowing you to infect enemies with corruption, rendering them defenseless for a limited time. Corruptor is the standard ranged power attack, infecting your target with corruption. While corrupted, enemies can't attack. Corruption Trail causes a plume of corruption smoke to follow you, infecting anyone it touches. Corruption Slam is this disc's slam attack, spreading corruption to targets over a large blast radius.



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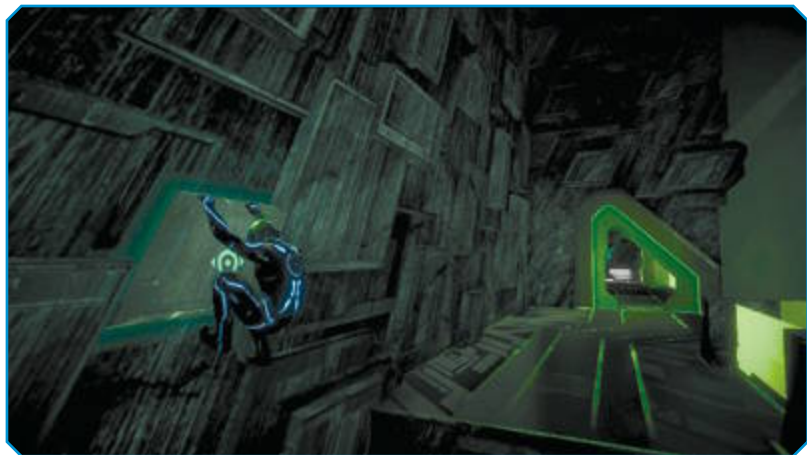
Upon exiting the doorway, turn left and mantle jump up to the next platform. Before vaulting toward the next wall, study the pattern of the disappearing and reappearing corruption. As soon as it disappears, vault toward the wall. Upon making contact, wall run to the right, then jump to the right to grab the ledge of the next platform.



Vault across a couple more platforms, then maneuver up along these grip points. Watch the intermittent patterns of corruption on the wall and time your movements accordingly. Climb to the top of this series, then round the next corner to the right and drop down onto the next platform.



On this platform, wait for the wall ahead to appear before attempting anything. As soon as it appears, sprint and jump toward it. As you make contact, initiate a vertical wall run and pull yourself up to the top. But don't stop yet—sprint and jump to the next wall and perform another wall run to reach the next walkway.

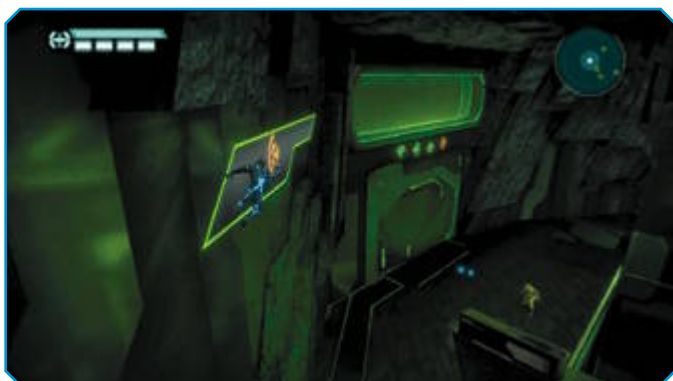


Vault to the next walkway, then wall run toward a grip point. Jump from one grip point to the next to advance. When you reach this vertical set of grip points, they're too far apart to reach with a simple jump, so jump up and wall run vertically to reach the next one. Climb to the top and then jump to the right to land on the next walkway. Pass through the door at the end to enter the next room.

# COMMAND OPERATION CACHE >



More infected programs attack as you enter this room. There are no advanced infected programs in this batch, so don't worry about using power attacks. Instead, take out these waves of enemies with basic combos and supercharged disc attacks. By using basic disc attacks, build your hit count. Keep your distance from the infected programs and just keep throwing discs, scoring hit after hit. If you can build the hit count up to 30, you earn the *Unstoppable program* achievement/trophy, assuming you haven't already.



When you've defeated all the infected programs, study the symbols at the top of the exit. The same four symbols appear on the inactive ETCs in this room. You must activate these ETCs in the same order shown above the exit, reading from left to right. Wall run across each ETC in the proper order to unlock the exit. Running across the ETCs also activates them, allowing you to use them to replenish your health. Once you've activated all four ETCs in the proper order, the door opens. Gibson is waiting for you on the other side.

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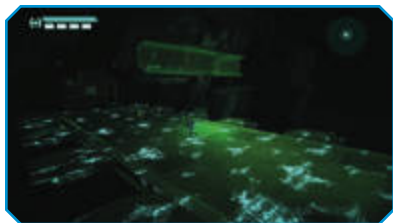
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Consider accessing the nearby Disc Station before approaching Gibson. The bridge Gibson is standing on is unstable and about to disappear. As Gibson turns and runs, sprint and follow him. Move toward the doorway until a cutscene is triggered.



Flynn is nowhere to be found. To make matters worse, Clu's ship has arrived overhead. Suddenly Abraxas appears behind Anon and Gibson and derezzes a Bostrumite. Abraxas then raises his still-damaged disc and spreads massive amounts of corruption. There's no way to battle this, so it's time to run!

## KERNEL REACTOR MONITOR >

### ESCAPE ABRAXAS



As soon as you regain control, follow Gibson and run away from Abraxas. During this sequence the camera stays focused on Abraxas, allowing you to see how far behind he is. As Abraxas walks, he spreads corruption. If you don't maintain a steady sprint, the corruption will catch up with you and inflict damage.



As the corruption spreads, large chunks of debris block your path. Instead of moving around them, simply vault over these large pieces. Abraxas doesn't stop his advance, so if you get hung up on one of these obstacles, you're done for. At intersections in the hallway, prepare to make course corrections as necessary. Falling debris prevents you from accessing the adjoining halls, forcing you down one open path.

# ENERGY REACTOR PROCESSOR 14

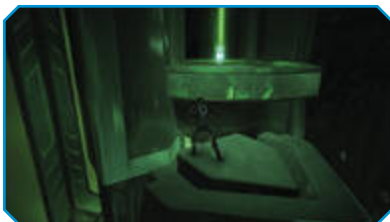
## SHUT DOWN THE REACTOR



As you enter this room, the door slams shut behind you. But you're not safe from Abraxas just yet. Corruption slowly creeps across the floor from beneath the door. There are three green power nodes in this room you must activate to shut down the reactor. This is the only way to stop the spread of the virus. Climb the platform on the left side of the room and activate the first node. This starts a countdown, giving you 80 seconds to activate the other two nodes.



Cross to the opposite side of the room, careful not to step on the corrupted floor. Activate the second power node and then vault over the console against the wall. Wall run up to the hexagonal grip point just above the console. Jump to the next grip point on the right, and then jump up to wall run up a vertical ETC. At the top of the ETC, jump to grab the ledge of the column in the center of the room.



Shimmy right along the ledge, eventually jumping to the shorter column. At this point, jump up and pull yourself to the top of the short column. From here you can jump across to the platform atop the taller column and activate the final power node. In the following cutscene, Anon and Gibson escape as the reactor overloads, with Abraxas still hot on their trail. They manage to board an elevator to get away from Abraxas, but upon exiting they face new hostiles.

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Clu's ship has bombarded the path ahead, blocking your path of escape. A new black guard armed with katanas stands in your path joined by a scout sentry and a scout sentry v2. Equip your Corruption Disc and charge toward the black guard. When you're within range, perform a Corruption Slam to infect him and anyone standing nearby. While corrupted, your enemies can't attack. But corruption wears off over time, so don't get too comfortable.



Jump and wall run up to this cliff in an attempt to isolate your enemies. This allows you to take them out one at a time. As one enemy climbs up to attack you, center all your firepower on them. This is a good way to ambush the scout sentries. Hit them with slam attacks as they climb up to the cliff, then finish them off with close-quarter melee and combo attacks. Once the two scout sentries are eliminated, it's much easier to defeat the black guard.



Before defeating the black guard, climb up onto this ledge near the elevator door. A Tron file is floating near the top of this vertical ETC. Wall run up the ETC to retrieve this file containing information on the heavy sentries. You must grab this file before the fight is over.



Hit the black guard with more corruption attacks, then unleash a flurry of combos and supercharged disc attacks while he's defenseless. When the corruption wears off, hit him again with a Corruption Slam to prevent him from attacking. The Bomb Disc's Groundrez slam attack is also very effective. Keep up the pressure until the black guard is history.



Following the fight with the black guard, a Recognizer bombs the nearby cliff. The explosions clear away large chunks of rock revealing Flynn's Light Cycle. Whatever happened to Flynn, it must not be good if he left this behind. Gibson suggests taking Flynn's Light Cycle and heading back to Arjia City. Radia will know what to do.

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## ROADWAY CLOSED >>



Although it's an older model, Flynn's Light Cycle performs just like your own. Accelerate and keep an eye on the Recognizers flying above. Avoid their bombs and the debris that falls onto the road. You don't have to travel at top speed during this early sequence. But when you see an enemy Light Cycle appear on the ridge to the right, take this as a cue to speed up. You'll need the speed to make it over the first jump.

### NOTE

At the start of this Light Cycle sequence you've probably logged more than 15,000 Kilocyles in vehicles, earning you the *We made it! . . . this far* achievement/trophy.



### TRON FILE 20: BASICS (+200XP)



Shortly after the first jump, you enter a tunnel. Slow down and drive along the center of the tunnel to pick up a Tron file about Basics. Once you've grabbed it, accelerate through the canyon to build up enough speed to make it across the second jump. More jumps lie ahead, so keep up your speed through the final stretch of this sequence. You can take multiple routes through the canyon ahead, but all forks lead to the same location.



The Light Cycle sequence concludes with a cutscene showing Anon catching up with Gibson. But when Abraxas appears in the roadway ahead, Gibson swerves to knock Anon out of the way. Gibson's Light Cycle crashes into the debris, causing him to fly through the air before landing at the feet of Abraxas. Abraxas plucks Gibson from the ground and infects him with the virus. He tosses Gibson into a nearby cave and then escapes. Anon enters the cave to search for Gibson. But it's too late to help. The infected Gibson tackles Anon, and the two plunge deeper into the cave.

# ENERGY TEST EXCAVATION SITE 4 >>

## DEFEAT THE INFECTED GIBSON



As the fight starts, there's nothing you can do to damage Gibson. Simply hold your ground and block his melee attacks. After a few seconds, a brief cutscene shows him reverting back to his normal green color as he attempts to fight off the infection. At this point he's vulnerable to your attacks, so hit him with everything you have. Ranged power attacks are most effective, but you only have a few seconds before the infection takes control of him again. When he turns back to yellow, retreat and restock on energy by vaulting across the white glowing objects on the cave's upper level ledges. But keep an eye on Gibson and be ready to attack when the yellow infection temporarily disappears.



Once you've reduced Gibson's health by more than 25%, as indicated by his health bar at the top of the screen, he jumps into one of the ETCs on the cave's perimeter wall. Rush toward the white glowing ETC and attack it. A few supercharged disc attacks are enough to destroy it, inflicting more damage on Gibson.

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After destroying the ETC, several volatile infected programs appear on the floor below. At this point, Gibson transfers to another ETC. Keep your distance from these infected programs that trail plumes of corruption behind them. Take them out at long range with basic disc attacks to make them explode. But there's no end to these enemies—they just keep appearing from the corrupted sections of the cave, so locate the white ETC and destroy it as quickly as possible. If necessary, rush to the opposite side of the cave to draw the infected programs away from the ETC. Then rush back to the ETC and destroy it before the infected programs can catch up.



Destroying the second white ETC prompts Gibson to move to a new one. This third ETC is defended by advanced infected programs, so equip your Stasis Disc and initiate a series of Stasis Slams to slow down as many as possible. Slowing the advanced infected programs buys you time to target the ETC. Don't bother targeting the slowed advanced infected programs—more will take their place. If necessary, lead the group of advanced infected programs to the opposite side of the cave, then return to the ETC and score some hits before your foes catch up.



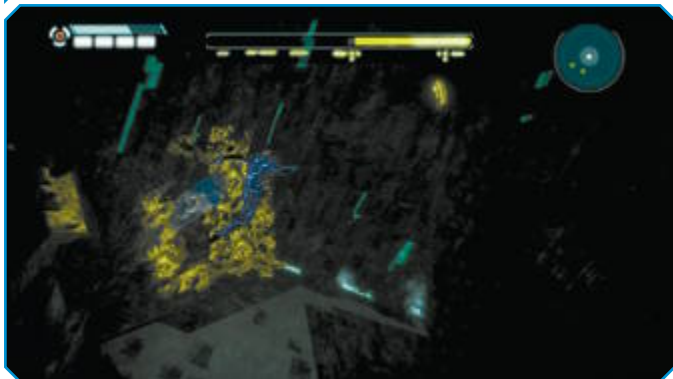
## TRON FILE 21: GIBSON (+200XP)



At some point during this battle, sprint and wall run across this wall from the upper level to collect the Tron file floating high above the cave's floor. This contains information on Gibson.



## ABRAXAS SHARD 5: +250XP



While you're scouring the area for collectibles, look up near this pillar on the cave's perimeter to spot an Abraxas shard hovering high above. Jump toward the pillar, perform a vertical wall run, then jump to grab the Abraxas shard—five down, one more to go!



After destroying the third white ETC, Gibson attacks you directly. Block his melee attacks until you can get away. Gibson continues attacking until you've defeated all the advanced infected programs, so sprint away from Gibson and hunt down the remaining advanced infected programs. Use your Stasis Disc to slow them down before hitting them with supercharged disc attacks. Once all the advanced infected programs are eliminated, Gibson climbs into another ETC.

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Swarms of standard infected programs appear on the cave's floor shortly after Gibson occupies the fourth ETC. Basic disc attacks and combos are enough to defeat these enemies, so save your energy for later. However, these infected programs continuously spawn, making it difficult to attack the ETC without being surrounded. Lead them to the opposite side of the cave, then race back to the ETC and destroy it before the infected programs can defend it. After destroying the fourth white ETC, avoid Gibson and hunt down the remaining infected programs.



Finally, Gibson is vulnerable to your attacks. Block his melee attacks and look for opportunities to counter. Parry attacks are effective as are power attacks, such as the Bomb Disc's Bomb Blast and Groundrez. Retreat as necessary to replenish your health and energy. Each hit you land slowly depletes Gibson's health. Keep up the attack until he's defeated.

## FIND A WAY OUT OF THE CAVE



Now you need to get out of the cave. Your NAVI BIT doesn't work in here, but look for the blue glowing horizontal and vertical strips embedded in the rocks that offer hints of where to go. Start by jumping toward the vertical strip ahead, then wall run up it. At the top of your wall run, jump to the wall behind you and perform another wall run. Jump at the top to reach the platform behind you.



Vault toward the next wall, then wall run across it to the next platform. Perform another horizontal wall run and then jump to reach the grip point sticking out of the nearby wall. Use the grip points to scale this wall, then continue your upward climb utilizing jumps and wall runs to scale one platform at a time.



Continue your climb out of the cave, utilizing jumps and wall runs to advance, but listen for the sound of shifting rock as you proceed. When you hear this sound, the platform you're standing on is about to collapse. Either sprint or jump to more stable ground before the platform gives way beneath you feet. Vault toward the cave's exit and access the Disc Station in the next chamber.

## WESTERN OUTLANDS >

### FIND THE OUTLAND HIGHWAY

#### TRON FILE 22: FLYNN (+250XP)



After using the Disc Station, wall run across this wall on the right, then jump to the platform on the left. Here you can collect another Tron file with information on Flynn.

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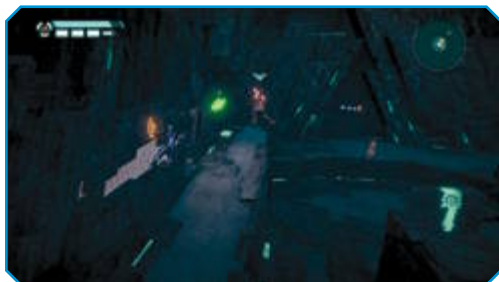
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Vault toward this platform and immediately attack the two sentries. With your Bomb Disc equipped, target one of the sentries with a Bomb Blast power attack. The resulting explosion should be enough to knock both sentries off the platform. Next, wall run and jump across the nearby walls to reach the next platform.



Use vertical wall runs and jumps to navigate the next area, then vault down into this large chamber occupied by two scout sentries and one heavy sentry. Drop off the central platform where you land and chase down the two scout sentries first, hitting them in the back with supercharged disc attacks as they run away. Once the two scout sentries are eliminated, focus on the heavy sentry. Hit him with a Groundrez power attack to knock him off his feet, then follow up with basic disc attacks and combos to destroy his shield and finish him off. However, defeating the first three enemies causes two scout sentry v2s to appear. Consider letting the heavy sentry live to prevent their arrival.



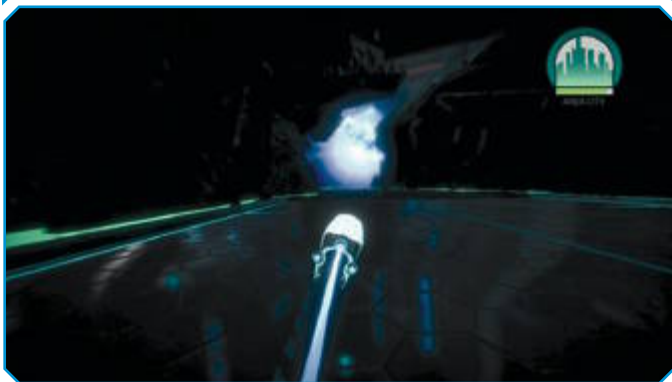
Study the red symbols above the chamber's exit and locate the corresponding symbols on the four inactive ETCs. Read the symbols above the exit from left to right, then activate the marked ETCs in the same order to open the exit. If you prefer, you can do this before eliminating the enemies. Afterward you can simply escape through the exit. This way you don't have to deal with the scout sentry v2s that arrive in the second wave. But if you want the XP, stay put and defeat all the enemies.



Vault, wall run, and jump to advance across the next platforms. Finally, vault toward the highway and battle a couple of scout sentries guarding Flynn's Light Cycle. Rush toward these guys and attack at close range with slam attacks. The Stasis Slam is a great way to slow these enemies down, making them easy to finish off with supercharged disc attacks. With the scout sentries out of your way, the orange barrier drops, clearing a path to Arjia.

## WEST/NORTH OUTLAND BORDER ZONE >>

### BEAT THE REGULATOR TO ARJIA CITY



In this next Light Cycle sequence, you must race Clu's ship, the Regulator, to Arjia City. The meter in the top right corner of the screen indicates how close the Regulator is to the city. There are no major threats in this canyon, so accelerate to top speed in an effort to put some distance between you and Clu's ship. A few Recognizers patrol the skies above and drop bombs, but these attacks are relatively distant and easy to avoid.

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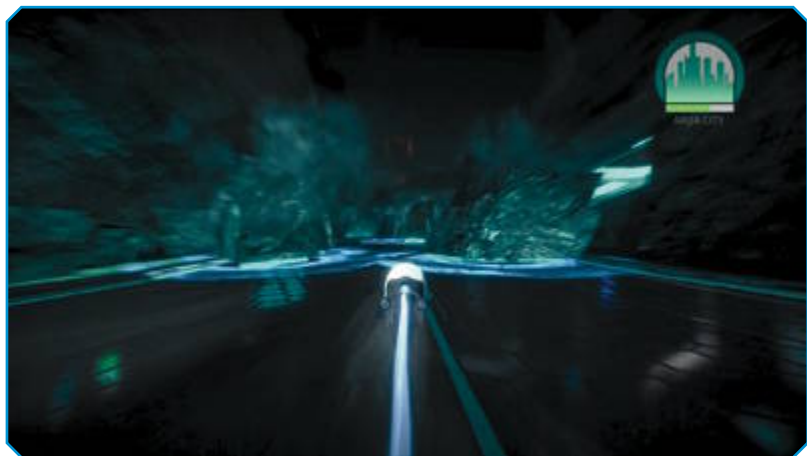
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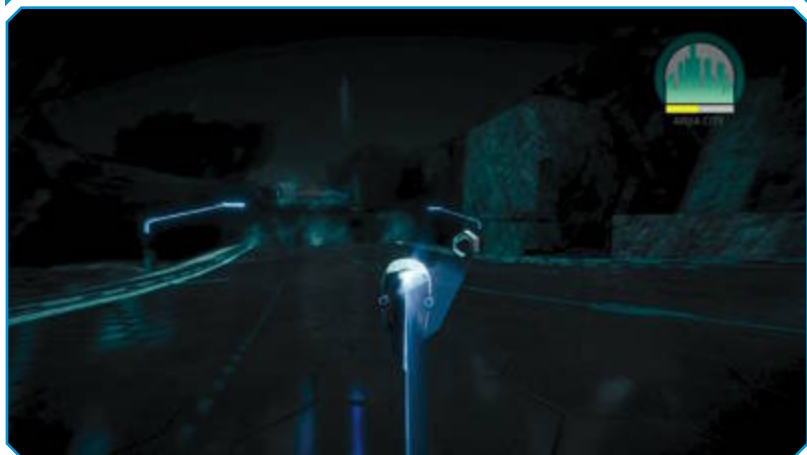


## THE ARJIA CONDUIT >



Rubble along the highway poses the biggest threat during this stretch. Still, maintain high speed through this section while weaving around the large chunks of debris. There are several areas where you must jump over destroyed sections of highway, requiring you to maintain high speed to make it across these massive gaps.

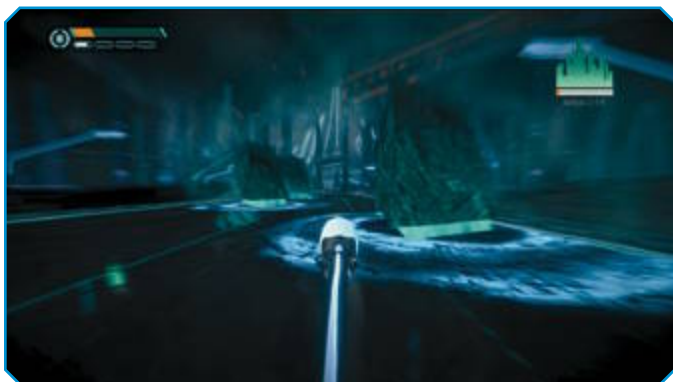
### TRON FILE 23: **ANON (+250XP)**



As you near the fourth large jump, stay in the middle of the road. A Tron file with information about Anon is located on the next span of road below. Run over it upon landing. If you miss it, you can turn around and grab it, but this costs you valuable time, so try to collect it on the first pass.



Take it easy around the curves in this next section of the highway. If you're not careful, you can run off the road. If you're having trouble maintaining control, reduce your speed when going into the curves, then accelerate as you exit.



As you near Arjia City, more rubble litters the highway. Weave in and out of the large chunks of debris and race toward the final jump to complete the level. This earns you the *Identification* achievement/trophy. Now that you're back in Arjia, it's time to find Radia before Clu does. . .



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# THE APPROACH<sup>[ARJIA]</sup>

## SUMMARY

*You've tracked Abraxas back to a now Clu-controlled Arjia. Can you stop the virus before nothing is left in his wake?*



## TRON FILES



## ABRAXAS SHARDS



## ACHIEVEMENTS AND TROPHIES

Name	Description	Gamerscore	Trophy
 <b>Ah, now I get it</b>	Collect all Abraxas shards	15	Bronze
 <b>The Approach</b>	Completed Chapter Six	20	Silver

### BYPASS THE SENTRY BLOCKADE



You've finally made it back to Arjia, but the city has been overrun by Clu's forces. Before entering the plaza ahead, access the Disc Station on the right. If you haven't already, purchase health and energy mods. Boosting your health and energy stores makes the fights ahead much easier. Now's also a great time to upgrade one of your Core discs. The Bomb Disc Mod V2.0 costs 8MB and significantly increases the blast radius of its powerful attacks. This is something you can benefit from in your next battle.



Two Light Tanks are positioned inside this plaza, named after the ISO leader who derezzed in the tragic Game Grid accident. As you enter, orange energy barriers are activated, preventing you from escaping this makeshift arena. Sprint to the left side of the plaza first and engage the first Light Tank with your Bomb Disc. The quickest way to take out the Light Tank is with the Groundrez slam attack, especially if you've upgraded your Bomb Disc. Get in close and cut loose. For best results, move to the side of the Light Tank before attacking. This ensures you don't get rolled over as you stop to initiate the Groundrez slam attack. However, watch out for the Light Tank's rotating turret. If the turret's barrel makes contact with you, it's all over. It takes a total of three Groundrez attacks to destroy the Light Tank, so trigger them in quick succession before you get hit.



After taking out the first tank, vault over the nearby energy nodes to replenish the energy expended on slam attacks. If you need health, look up and target this grapple point with your Mag disc to reach a walkway high above the plaza. Here you can run across ETCs to replenish your health. However, the other Light Tank may target this walkway, causing pieces of it to crumble beneath your feet. Keep moving to avoid getting hit.

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Now sprint toward the second Light Tank. Keep an eye on its turret and move laterally if it stops rotating—this means it's about to fire. When you're within range, commence another round of Groundrez slam attacks with your Bomb Disc. But don't get greedy. After each attack, reposition yourself to avoid getting rolled over or blasted by the Light Tank. Also, stay clear of the perimeter wall, as you don't want to get hemmed in. Sprint around the Light Tank, perform a Groundrez, then keep moving. Once you've initiated three Groundrez attacks within close range, the Light Tank is destroyed. In its place a new unoccupied Light Tank appears for you to pilot.



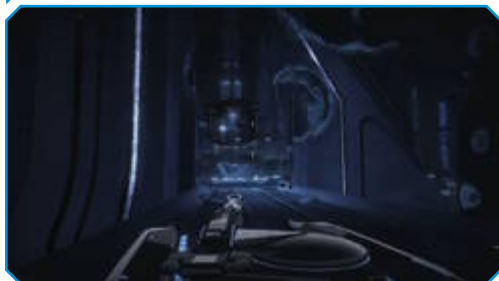
#### TRON FILE 24: LIGHT DISC (+225XP)



Before boarding the Light Tank, return to the plaza's entrance and look up at the spire-like sculpture.

A Tron file with information about the light disc is floating on this side of the sculpture, just above a vertical ETC. Wall run up to the base of the ETC, then jump up to retrieve the file.

#### BLAST YOUR WAY TO THE HUB



Board the Light Tank and drive forward. Several Recognizers appear ahead, so shoot them down before they can drop their bombs. While targeting the Recognizers, stop and aim up. Since they're heading straight at you, you don't need to lead them. Simply fire as they fly within the Light Tank's crosshairs.



Push ahead and target a Light Tank and a mix of sentries to the left. The low walls running along the perimeter of the road prevent you from scoring a direct hit on the Light Tank, so inch forward until you can get a clear, direct shot. Watch for a Recognizer landing near the enemy Light Tank and shoot it down before it can unload more sentries. However, if you want to maximize your XP, let the Recognizer drop off its troops, then shoot it down. You can then gain more XP by eliminating the sentries it just unloaded.



More Recognizers swoop down and bombard the road ahead. Shoot them down before they can hit your Light Tank. Just ahead, another enemy Light Tank and a pair of scout sentries block your path. Knock them out, then roll forward and turn right. A Recognizer has landed here and deployed an orange energy barrier between its legs. Blast the Recognizer and then engage the heavy sentries behind it.



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Blast through another Recognizer and a contingent of scout and heavy sentries to reach this large plaza. As you enter the plaza, three enemy Light Tanks appear. Circle around the plaza and engage the Light Tanks one at a time. While circling, hit the red circular switches attached to the central column. You only have a few seconds to hit all four switches before they reset. If you hit all the switches quickly, the orange energy barrier is deactivated, allowing you to exit the plaza. But before moving out, make sure all three enemy Light Tanks are destroyed.



Once the orange energy barrier is deactivated, several heavy sentries charge toward the plaza. Hold your ground and equip your Bomb Disc. Press the alternate fire button to fire the Frag Mortar. The Bomb Disc's Frag Mortar lobbs a shell that splits into multiple warheads. This is great for taking out large concentrations of sentries. However, like any power attack, it costs energy—but you can replenish your energy by rolling over the white lines nearby.



Continue along the road and destroy two more Light Tanks at the next intersection. Turn left and engage a third Light Tank as well as a series of Recognizers on the road and flying above. The flying Recognizers fly directly at you while dropping bombs. Be sure to shoot them out of the sky before they can drop bombs on your position. If necessary, stop before firing to stabilize your aim.



Proceed along the road, blasting more Light Tanks and Recognizers along the way. As you reach the end of this sequence, a Recognizer appears at close range and bombs your Light Tank. This is a scripted event that is unavoidable, so don't feel bad for losing your Light Tank. You must proceed on foot into the Hub.

## THE HUB >



Another Disc Station is located outside the next plaza. If you have the memory, consider buying some system upgrades. Once you're finished shopping, enter the plaza to trigger the next ambush. Energy barriers activate, preventing escape as several sentries, scout sentries, and heavy sentries appear. Equip your Bomb Disc, sprint toward the group of enemies, and perform a Boomzer power attack. This scatters a series of miniature bombs across the floor, allowing you to take out several sentries while damaging the rest. Follow up with a Groundrez slam attack or two, then retreat. Your initial barrage is enough to weaken and reduce the number of enemies, but you need more energy before resuming the attack. Collect energy pick-ups left behind by your victims and vault over the energy nodes.

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By now your foes are scattered, so pick out and eliminate your enemies one by one. Go after the scout sentries first. Chase after them and hit them with supercharged disc attacks. If they're too fast, slow them down with your Stasis Disc and then eliminate them while they're immobilized. With the scout sentries out of the way, the remaining enemies are easy to mop up. Just keep moving around the plaza and isolate them, taking one out at a time.



The next wave of enemies consists of a scout sentry, a scout sentry v2, and two heavy sentry v2s. Keep your distance from the heavy sentries for now and slow down the scout sentries with Stasis Disc power attacks. Finish off the scout sentries while they're immobilized, then focus on the heavy sentries. Attack the heavy sentries from long range, preferably with power attacks like the Bomb Disc's Bomb Blast or Heavy Disc's Destroyer. This allows you to stay far away from their Groundhog-like slam attacks.



After the fight, climb to the upper-level walkway on the perimeter of the plaza, then wall run up this wall to collect another Tron file, revealing background information on Radia. After grabbing the Tron file, return to the floor and proceed deeper into the Hub to trigger a cutscene.



Quorra pulls Anon aside and tells him that Clu hit the ISO factions before she could warn them. The two hide while Clu confronts Radia. Suddenly, Abraxas walks into the chamber—but Clu isn't worried by the intrusion. It's revealed that Abraxas really is Jalen, the ISO who was thought to be killed in an accident on the Game Grid. As it turns out, Clu intervened and turned Jalen into Abraxas. The creation of the Abraxas virus was all part of Clu's plan to suppress the ISOs. Abraxas then strikes down Radia with his disc, causing her to derezz in a bright flash of white light. Mildly amused by the light show, Clu turns around and orders Abraxas and his sentries to level the place. Quorra chases after Clu while Anon prepares to fight Abraxas once again.



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# INTEGRATION CHAMBER >

DEFEAT ABRAXAS



ABRAXAS SHARD 6: +350XP



The final Abraxas shard is located high above this chamber. Immediately following the cutscene, sprint across the lower platform and then wall run up the vertical ETC on the opposite side of the chamber. At the top of the ETC, jump toward the center of the room. As you fly through the air, activate your Mag disc—there's a grapple point high above the chamber. Launch yourself through the air to grab the final Abraxas shard. If you've collected all six shards, you also earn the *Ah, now I get it* achievement/trophy.



Assume a defensive posture at the start of this battle and block Abraxas' disc attacks. Blocking these attacks still causes you to take some damage, but far less than if you took the hit without blocking it. Throughout this battle, several infected programs join the attack. Don't let these minor threats distract you from Abraxas.



As Abraxas moves close to you, he leaps into the air and performs a devastating slam attack. You can avoid being knocked into the air by performing a carefully timed back flip. Even if you're in the slam attack's blast radius, a back flip prevents you from taking heavy damage and keeps you on your feet.



Abraxas is vulnerable immediately after performing his slam attacks. While he's still kneeling, take the opportunity to attack. Power attacks are most effective. Equip your Heavy Disc and hit him with a Groundhog slam attack. This inflicts moderate damage and knocks Abraxas onto his back, allowing you to follow up with more attacks. Even if you're low on energy, supercharged disc attacks are effective while Abraxas is in this vulnerable state. You can replenish your energy by vaulting across the energy nodes located on the two platforms flanking the chamber. ETCs are also positioned on these platforms if you're low on health.

### CAUTION

When vaulting over the energy nodes, be careful not to launch yourself off the platform. For best results, always vault toward the middle of the chamber.

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When Abraxas' health drops below 50%, Clu's ship, the Regulator, begins bombarding Arjia. This causes large chunks of debris to fall from the ceiling. One chunk even hits Abraxas, causing him to lose even more health. During this sequence, Abraxas halts his slam attacks and relies solely on ranged disc attacks. Hold down the block button and lure Abraxas toward the light blue areas of the floor where glass is trickling down—this indicates that a large chunk of debris is about to fall. Hold your ground and wait for Abraxas to move beneath a falling piece of the ceiling. Even if the debris doesn't score a direct hit on the top of his head, the impact is enough to inflict heavy damage and knock him off his feet.



#### TRON FILE 26: ABRAXAS (+300XP)



At some point during this fight, vault over this object on the edge of the platform to reach the Tron file about Abraxas floating near a horizontal ETC. After grabbing it, wall run across the ETC to replenish your health.



Continue blocking Abraxas' disc attacks while leading him from one debris impact zone to the next. While he's down, hit him repeatedly with power attacks or supercharged disc attacks. These attacks do less damage than the falling debris, but over time they make a difference. As Abraxas' health reaches the critical stages, block and parry his disc attacks until he's down for good. In the concluding cutscene, Anon escapes just before the Hub comes crashing down. Completing this level earns you *The Approach* achievement/trophy.



Outside, Anon finally finds Flynn. Flynn never got out of the system as Tron originally intended. He still can't believe that Clu has turned against the ISOs. He then tells Anon that he saw Quorra sneaking aboard Clu's ship. Flynn wants Anon to help Quorra—apparently she's very special. If anything happens to her, all hope is lost. Flynn gleaned some ideas from the Abraxas shards and has modified Anon's disc in an attempt to give him an edge in the fight ahead...



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# END OF LINE [THE OUTLANDS]




## SUMMARY

*The future of the Grid rests solely with you as Flynn relies on you to track down Quorra and bring her back unharmed.*

## TRON FILES



## ACHIEVEMENTS AND TROPHIES

Name	Description	Gamerscore	Trophy
 <b>System Monitor Evolved</b>	Your character has reached level 20	25	Bronze
 <b>Tron Aficionado</b>	Collected all Tron files	30	Silver
 <b>End of line</b>	Completed the Game	50	Silver

## FIND A WAY ONTO THE REGULATOR



Quorra was last seen boarding Clu's ship, the Regulator. Flynn wants Anon to follow her and bring her back. Apparently Quorra is more valuable than even she realizes. You begin this level in the Outlands, overlooking the bombed-out remains of Arjia. Turn around and climb across the nearby rocks. You need to find a way to get aboard the Regulator.



After climbing over the first three rocks, turn to the right to locate another Tron file on a distant ledge. Sprint and jump toward the ledge, then perform a vertical wall run to reach the top. Grab the Tron file to learn more about the Outlands, then return the way you came.



Vault toward the next wall and initiate a horizontal wall run to the right upon contact. Jump toward the wall on the right, then perform a vertical wall run. At the top of your wall run, jump again toward the wall behind you. Initiate another vertical wall run to climb to the top of the rock. From here you can see several Recognizers searching the nearby rocks. Perhaps they're looking for you?



Continue advancing across the rocks, utilizing vaults, wall runs, and grip points to climb to the next rock. A Recognizer has landed on the ledge above and deployed an orange energy barrier. Before you can reach the Recognizer, you must cross a large chasm. Sprint forward and jump just as you reach the ledge. As you make contact with the wall, perform a vertical wall run to pull yourself to the top. Afterward, vault and navigate across a series of grip points.

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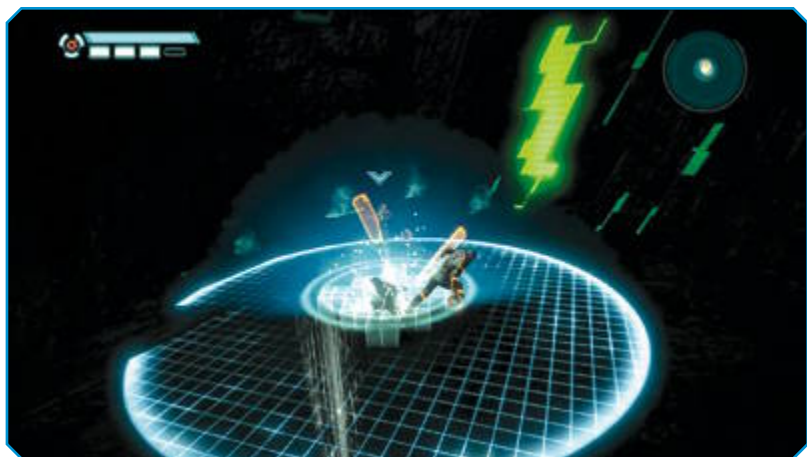
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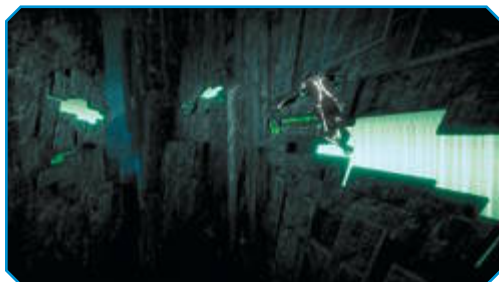
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Vault and wall run to this narrow canyon where you're confronted by two heavy sentries. Equip your Bomb Disc and charge toward these enemies. When you're within attack range, perform a Groundrez slam attack to knock them off their feet. Before they can get up, hit them each with a Bomb Blast attack to destroy their shields. Now they're easy to take out with basic attacks. After the fight, replenish your energy by vaulting over the two energy nodes. The green ETCs on the surrounding walls can provide health if you took damage.



At the end of the canyon, climb up the two grip points to reach a platform overlooking more Recognizer activity. Ignore them for now and turn right. Sprint and jump to the marked wall on the right and then initiate a horizontal wall run before jumping to the wall on the left. Jump back and forth between these walls, eventually leaping to a large platform on the left.



Drop down to this large area and engage five sentries. Block their disc attacks and move in to close range to hit them with a slam attack. A Stasis Slam is a great way to slow these guys down, allowing you to pick them off one by one while they're immobilized. After defeating these sentries, the nearby Recognizer takes off, clearing the path ahead.



Vault, sprint, and wall run across the next few rocks until you come to a Disc Station. If you leveled up recently, consider purchasing a new upgrade. Otherwise, continue your advance by sprinting and jumping to the next wall. Initiate a vertical wall run, then jump to the wall behind you and do the same. At the top of the second wall run, jump again to land on the platform behind you.



Several Recognizers fly past the large platform below. Perhaps this is your ticket to the Regulator. Sprint and jump toward the wall on the left, and then wall run across it before leaping to the large platform on the right. Sprint and jump across the next two platforms until you can reach the rock at the end with the vault object.



Stand in front of the vault object and study the pattern of Recognizers flying past this rock from right to left. As one of the Recognizers nears the rock, vault toward it. If your timing is just right, a cutscene is triggered showing Anon grabbing onto the Recognizer and riding it to the Regulator.

## THE REGULATOR >>

### LOCATE QUORRA



As soon as you regain control of Anon aboard the regulator, assume a defensive posture as three sentries and one heavy sentry v2 attack. Block and parry the attacks of the sentries while keeping your distance from the heavy sentry to avoid his slam attacks. When the sentries are down, equip your Stasis Disc and hit the heavy sentry with a Time Warp power attack. As he floats slowly to the ground, follow up with a series of supercharged disc attacks to finish him off. Defeating these enemies causes a nearby bridge to extend. Replenish your energy by vaulting over the nearby energy nodes and then cross the bridge.

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Wall run across a couple of orange horizontal ETCs and then leap toward a hexagonal grip point on the wall ahead. Leap laterally from one grip point to the next. When you reach the last grip point, jump and wall run up to reach the next platform.



Continue your climb, then wall run across another horizontal ETC to reach a platform occupied by two sentries. Don't bother using power attacks on these guys. Just block and parry their attacks. A successful parry may be enough to send these guys flying off the platform.



#### TRON FILE 28: **BLACK GUARD** (+300XP)



After defeating the two sentries, turn around and look up to locate a Tron file near the ETC you just crossed. It contains information about the black guard. Jump toward the nearby wall and perform a vertical wall run to reach it.



Wall run across the next ETC and then access the nearby Disc Station. After browsing the goods at the Disc Station, turn to the left to locate a grapple point. Target it and activate your Mag disc to launch yourself onto the next large platform.

## RECOG LAUNCH TERMINAL 52 >>



As soon as you land, you're assaulted by multiple sentries. Hold down the block button to avoid being cut down by their disc attacks. Meanwhile, look for opportunities to parry these attacks, preferably when several discs aren't flying toward you. As you eliminate a few sentries, more appear. Just hold your ground and keep blocking and parrying.



When two scout sentries and two heavy sentries arrive, defeat the remaining sentries before giving chase. Sprint after the scout sentries first, attacking them at close range with supercharged disc attacks. Next, equip your Bomb Disc and go after the heavy sentries. Wait until they're both within range and then perform a Groundrez. This should be enough to at least destroy their shields, making them easy to finish off. Defeating all the enemies extends a bridge to a neighboring platform. Replenish your health and energy before crossing.

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## ARMAMENT LOADING CONSOLES 4B >



Activate an energy node on the next platform to extend another bridge. Cross the bridge and immediately engage the two scout sentries that rush out of the nearby doorway. They're soon joined by a few sentries, but keep your focus on the scout sentries. Hit them both with supercharged disc attacks to take them out. Once the scout sentries are down, defeat the sentries by blocking and parrying their attacks.

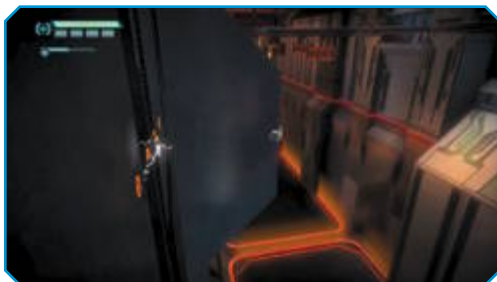


Defeat all hostiles, then activate the two power nodes to lower a lift. Before stepping onto the lift, be sure to replenish your health and energy. Two sentries and a sentry v2 await at the top of the lift. Immediately block their attacks and look for opportunities to parry.

## BOMB CONVEYANCE NETWORK >



Sprint and jump down to this conveyance system. Locate the sentry ahead, and move toward him. Be sure to jump over the transfer shuttles moving along the track. Combat on these narrow tracks can be dangerous, so take out the sentry as quickly as possible—preferably with a supercharged disc attack. At the end of this track, turn right and approach the next sentry. Take him out, but stay along the left side of the conveyance system.



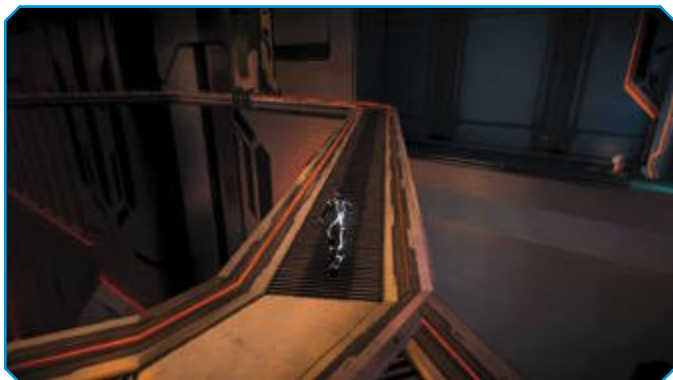
Sprint and jump down to this large platform on the left. Here you can replenish your health and energy from an ETC and a couple of energy nodes. Next, sprint, jump, and wall run across the marked wall on the left and then jump to the grip point on the right.



Leap from one grip point to the next until you reach this large chasm with a grapple point behind you. Jump up from the grip point, initiate a vertical wall run, and then jump toward the grapple point. As you fly through the air, target the grapple point and activate your Mag disc to launch yourself toward the next platform.



Sprint, jump, and wall run across the next wall on the left before leaping to another grip point. Jump up from the grip point to pull yourself up onto a platform occupied by a single sentry. Defeat him with supercharged disc attacks, then vault to the next platform.



Use a horizontal wall run to reach the next platform ahead, then sprint and jump back down to the conveyance system. Resume your advance along the tracks, jumping over the transfer shuttles along the way. The tracks are blocked by objects ahead, so cross to the right side and jump down to a platform with a Disc Station. If you have the memory to spend, consider purchasing the Stasis Mod Auxiliary upgrade for 7MB. This passive upgrade allows you to go unnoticed by enemies as long as your remain still or move slowly. This can come in handy for sneaking around the next areas.

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Step into the corridor next to the Disc Station and prepare to confront a pair of sentries. If you just bought the Stasis Mod Auxiliary upgrade, these guys won't attack you as long as you remain still. But as soon as you move or initiate an attack, they'll take notice. Clear out these guys with supercharged disc attacks and then drop through the hexagonal hatch at the end of the corridor.

## BOMB BAY 7X >>



In the next corridor, pass through the doorway on the left and enter this room occupied by six sentries and a scout sentry v2. If you have the Stasis Mod Auxiliary upgrade, they won't notice you as long as you remain still. You can even walk through this room without them noticing you. So while holding down the block button, advance to the far side of the room, moving just behind the scout sentry v2. When you're within range, take out the scout sentry v2 with a few Groundrez slam attacks. Once he's down, block and parry the attacks of the other sentries to clear out this room. Stasis Slam also works well in this cramped space, allowing you to temporarily slow down several enemies with one deployment. Defeat all the enemies, then replenish your health and energy before advancing through the exit.



## COOLING ALCOVE B >>



On the next platform there's a Disc Station to the right. After accessing it, drop down to the floor below. The next sequence requires precise timing as you wall run along the sides of this channel while avoiding jets of steam. Watch the nearby set of steam jets and make your move as soon as they shut off. Start by sprinting and jumping toward the wall on the right. Wall run across it, then jump to the wall on the left. Continue running and jumping along this channel until you reach the other side. Sprint and wall run up one of the vertical ETCs to reach the top of the channel and then proceed through the nearby door.

## BOMB BAY 15Z >>



Like the previous bomb bay, this one is filled with enemies, including eight sentries and one heavy sentry v2. Taking advantage of your Stasis Mod Auxiliary upgrade, slowly walk to the center of the room. When you're near the heavy sentry at the opposite end, initiate a Groundrez slam attack. This is enough to knock the heavy sentry off his feet as well as eliminate all nearby sentries. Finish off the heavy sentry with combos and power attacks at close range, then mop up any remaining sentries by parrying their disc attacks. Replenish your health and energy before advancing through the room's exit.

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## BOMB DISTRIBUTION CORE >



Step onto the catwalk in the next room and look over the railing to spot a scout sentry v2 and two sentries standing guard on the floor below. Drop down right behind the enemies and perform a Groundrez slam attack. This is enough to take out the sentries while heavily damaging the scout sentry. Finish off the scout sentry with melee and combo attacks.

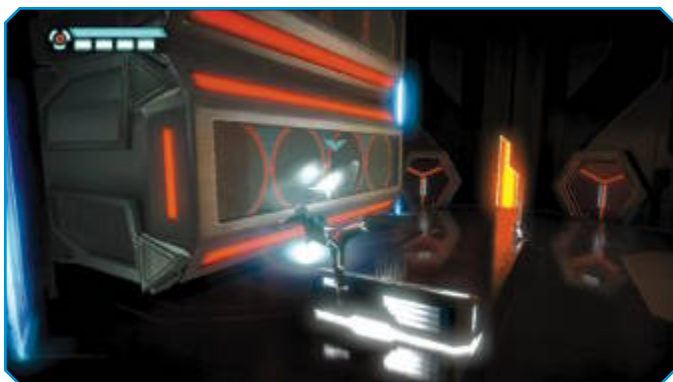


More sentries, scout sentries, and heavy sentries arrive as reinforcements. Block and parry the attacks of the sentries, then chase down the scout sentries, hitting them with supercharged disc attacks. Finally, approach the heavy sentries and knock them off their feet with Groundrez slam attacks. Once their shields are destroyed, they're easy to finish off with supercharged disc attacks or power attacks.

### NOTE

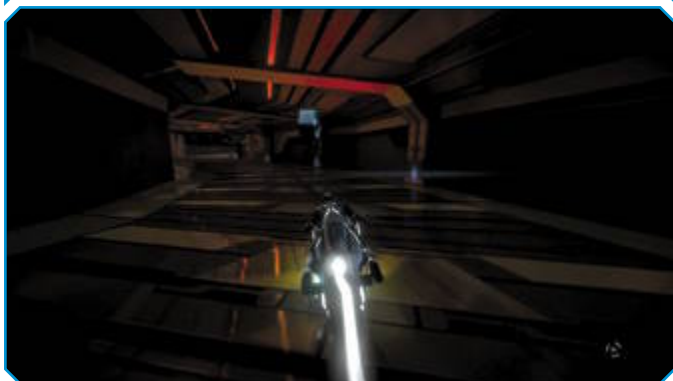


By now you should be close to achieving **Version 20**. This is a big milestone, awarding you with **6MB** as well as the **System Monitor Evolved** achievement/trophy.



When the fight is over, activate the two power nodes. This causes one of the bomb crate conveyor systems to stop. Now, equip your Bomb Disc and target the lowest bomb crate. Hit it with a Bomb Blast power attack to make it explode. The massive explosion blows a hole in the floor beneath the bomb crate. Drop down into the crater and then drop through the hole. In a brief cutscene, Anon sprints along the next passage and activates his Light Cycle.

### TRON FILE 29: REGULATOR (+300XP)



As soon as you gain control of the Light Cycle, steer to the left to reach the upper level of the passage. Slow down as you enter the first tunnel to grab this Tron file, providing more details on the Regulator. If you've collected all previous Tron files up to this point you also earn the *Tron Aficionado* achievement/trophy.



After collecting the Tron file, increase your speed through the next tunnel and launch yourself over two short jumps as you near the end of the passage. Access the Disc Station at the end of the passage, then jump and wall run up into the nearby duct to find Quorra.

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# MASTER INDUCTION PROPULSION CORE >>



Quorra has been captured by Clu's black guards. Clu doesn't understand why Quorra can't appreciate what he's done. But when Quorra reveals she knows the truth, Clu raises his disc to her neck. Anon knocks Clu's disc out of his hand before he can derezz Quorra. Clu then grabs Quorra in a chokehold and orders his black guards to kill Anon.

## DEFEAT THE BLACK GUARDS



In the first wave of this final epic battle you must defeat a pair of black guards armed with grenades as well as a few sentries. Mobility is the key to staying alive in this battle. Fortunately, the large platform offers plenty of room. Sprint around the perimeter of the platform engaging the sentries first. Hit the sentries with supercharged disc attacks while avoiding the grenades of the two black guards. As you defeat the sentries, more arrive, including some scout sentries. Hunt down the scout sentries to prevent them from attacking you at long range while you focus on the black guards.

### TIP

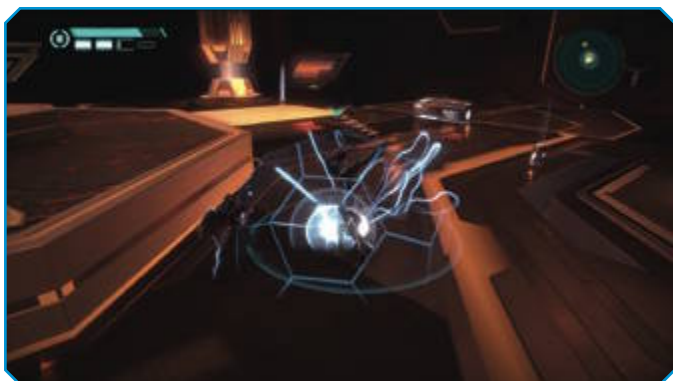
**As you sprint around the platform, run across the ETCs to replenish your health and vault over the energy nodes to restore your energy. Maintaining full health and energy is essential to surviving this final battle.**



As the black guards leap into the air, try to hit them with supercharged disc attacks or ranged power attacks like the Heavy Disc's Destroyer. If they're near the edge of the platform when they jump, getting hit by one of these attacks may knock them off the platform. The Stasis Disc's Time Warp is the most effective. This causes the targeted black guard to fall back in slow motion, allowing you to score some easy hits as they slowly get back onto their feet. Hit them with Destroyer or Bomb Blast power attacks while they're immobilized. Defeat both black guards in this way to trigger the next wave.



After defeating the first two black guards, two more leap onto the platform. These black guards are armed with staffs and are capable of blocking most of your attacks. Move in close and trigger a Stasis Slam or target them with a Time Warp attack at long range. While they're immobilized, hit them repeatedly with supercharged disc attacks and power attacks like Bomb Blast or Destroyer. These black guards have no ranged attack, so as long as you keep your distance, you can avoid taking damage. However, still be mindful of the sentries occupying the platform and be ready to block and parry their disc attacks.



Next, a pair of black guards armed with katanas join the fight. Equip your Stasis Disc and hit these guys with Time Warp or Stasis Slam attacks to slow them down. While they slowly get to their feet, attack with supercharged disc attacks. When they resume moving at normal speed, hit them again with a Stasis Disc power attack and repeat the process. Keep up the pressure until both black guards are defeated. Afterward, hunt down the sentries and scout sentries still occupying the platform to advance the battle to its next stage.



Just as Clu is about to execute Quorra, a Recognizer crashes into the ship. Abraxas climbs out of the wreckage and vows to take his revenge. Taking complete faith in his program, Clu decides to kick back and watch Abraxas go to work. He shoves Quorra down to the platform before exiting, rendering her unconscious.

## DEFEAT ABRAXAS



Abraxas immediately attacks one of the power cores, located on the corners of the platform. As he siphons energy from the power core, explosions erupt around the platform. When you see a streak of yellow lightning strike the platform, move away as fast as possible before you're tossed into the air by a massive explosion. These explosions are accompanied by the appearance of more infected programs. Ignore the infected programs for now and focus on avoiding the explosions.

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Rush to the power core Abraxas is currently infecting and attack it. Equip your Bomb Disc and perform a series of Bomb Blast or Groundrez slam attacks to destroy it. Destroying the power core inflicts no damage on Abraxas, but it does set him up for your next attack.



Next, Abraxas moves to another active power core on the perimeter of the platform. Vault across the consoles and energy nodes to restore your energy, then approach the power core where Abraxas is located. Target the core with Bomb Blast power attacks to destroy it. Return to the central platform and activate the two power nodes to damage Abraxas again.



After destroying the first power core, Abraxas moves toward the power core on the central platform. Quickly activate the two power nodes flanking this platform. This causes the power core to emit a large blast, damaging Abraxas. Wait until Abraxas is close to the central core before activating the second power node to maximize the damage dealt.

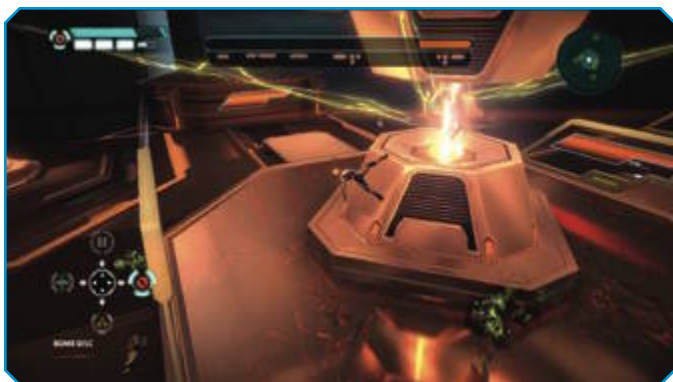


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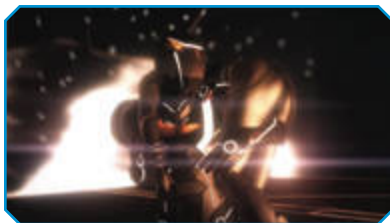
Repeat the same steps as Abraxas siphons energy from the two remaining perimeter cores. Destroy the energy core, then activate the two power nodes to send a damaging blast of energy at Abraxas. After destroying the fourth and final power core, Abraxas enters the central core, despite Clu's warnings.





The central power core is close to overloading. Meanwhile, Abraxas has spawned a small army of volatile infected programs. Fight your way through the infected programs and make your way to the central core. Equip your Bomb Disc and hit it with a Bomb Blast power attack. This causes the core to overload, triggering the destruction of the Regulator. This marks the end of the game, earning you the *End of Line* achievement/trophy. Excellent work System Monitor!

## EPILOGUE >>



As explosions rock the platform, Anon rushes to Quorra, but she's still unconscious. Anon picks her up and drapes her over his shoulders. Spotting a Recognizer flying in the distance, Anon sprints and jumps off the Regulator just as the core explodes. The explosion knocks Quorra off Anon's back while pushing him closer to the Recognizer. While flying through midair, Anon grabs hold of the passing Recognizer and then catches Quorra with one hand.



Damaged, the Recognizer quickly loses altitude and slams into the rocky landscape of the Outlands below. During the crash, Anon shields Quorra's body with his own as they tumble across rocks. He then pushes her to safety just as the Recognizer wreckage falls on top of him. Quorra wakes just as Anon derezzes.

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Weak and alone, Quorra attempts to cross the Outlands, but she eventually succumbs to her lack of energy and falls to the ground, waiting for the end. She's soon saved by none other than Flynn. His touch instantly energizes her as he helps her to her feet. As Flynn escorts her through the Outlands, Quorra is grateful to her two saviors, but it's unclear what the future holds for her, Flynn, and the other survivors of this war. . .

## NOTE



Now that you've completed the game, the Model Galleries are open in the Extras menu. This allows you to browse through models of characters and vehicles. If you completed the game on Hard difficulty, you can now play the game on Insane difficulty, for an even greater challenge. Complete the game on Insane difficulty to earn the *Evolved User* achievement/trophy. When starting a new game, you retain your character's current Version and Core discs. So give it another go and work toward reaching Version 50.

# MULTIPLAYER





# MULTIPLAYER

## SUMMARY

*Welcome to the Game Grids. Here you can participate in four different online game modes, pitting your skills against your friends and others in the community. In **TRON: Evolution**, your single-player and multiplayer character are the same, allowing you to carry over the same Version and upgrades from one mode to another. As a result, multiplayer offers plenty of opportunities to level up and earn more memory, which you can then spend in Story Mode. In this chapter we take a close look at everything you need to know to make a name for yourself on the Game Grids.*

## GETTING STARTED



There are a couple of easy ways to initiate a multiplayer match, regardless of where you are in the game. From the main menu, select the Multiplayer option. If you don't have a preference for a specific map or game mode, the fastest way to jump into the action is a Quick Match. This automatically connects you to a match already in progress. But if you prefer to specify a particular map or game mode before joining, select the Custom Match option. You can even set up a match with players from your friends' list by selecting the Friends Match option, or you can host your own match through the Create Match option. This allows you choose the map and game modes and alter the length and victory conditions of the match.



You can also start a multiplayer match while you're in Story Mode. Simply find a Disc Station and select the Game Grids option. When beginning a multiplayer match from a Disc Station, your Story Mode progress is saved, allowing you to take a time out from your fight against Clu and Abraxas. When you end your multiplayer session, you can then resume Story Mode from the same Disc Station. This is a great way to take a break, level up in multiplayer, and then return to Story Mode to spend your newly earned memory.

### NOTE

**To access the multiplayer modes you must have an internet connection. When playing on Xbox 360, you must have an Xbox Live Gold account. Playstation 3 players must have a PSN account.**

## GAME LOBBY



Before a match begins, all players gather in the Game Lobby. Here the host can change the map and game mode as well as alter a number of other settings. Other players can also take this time to customize their loadout, purchase new upgrades, or invite friends to the match. The Game Lobby screen appears at the beginning and end of every match, giving you the chance to customize your online experience.

## GAME MODE SETUP

Only the host can access the Game Mode Setup screen. Here a number of settings can be customized:

### MATCH TYPE

Choose whether the game will be a public or private match. If you choose a private match, you must invite players to the game. Public matches are joinable by everyone.

### MAX PLAYERS

Set the maximum number of players in even increments from 2 to 10 players.

### GAME MODE

Select from the four different game modes: Disintegration, Team Disintegration, Power Monger, or Bit Runner.

### MAPS

Choose from the available maps you wish to play on. All game modes are available on each map.



### TIME LIMIT

Specify a time limit for the match. If the score limit hasn't been met by this time, the match ends. The player or team with the highest score is declared the winner.

### SCORE LIMIT

Set the number of points that must be scored by a player or team to achieve victory. Once the score limit is reached, the match ends.

If you don't have enough players to completely fill a match, empty player slots are filled by bots, AI-controlled opponents. Compared to human opponents, bots are relatively easy to defeat. Bots cannot operate Light Cycles and Light Tanks, nor are they equipped with Core discs. But they still put up a decent fight, so be ready to block their attacks, especially if they swarm you in large numbers. Before going online, consider starting a private match populated solely by bots. This is a good way to get a feel for the maps and game modes before taking on human opponents.

## LOADOUT



Core discs. Game Grid enhancers are player buffs, each providing a specific advantage. Before joining a multiplayer match, make sure you assign two disc mods and one enhancer to these open slots. You can also change your Light Cycle, assuming you've purchased at least one from the System Upgrades menu. By default, you're assigned the Gen-4 Light Cycle. You can purchase additional loadout slots, system upgrades, Game Grid enhancers, and Light Cycles in the System Upgrades screen.

You can customize your loadout prior to entering an online match. All of your unlocked Core discs are still available in multiplayer. However, you can only choose two disc mods and one enhancer per loadout. The disc mods, such as Heavy Mod V2.0 and Bomb Mod V2.0 increase the effectiveness of your power attacks, so select the mods that improve the performance of your two favorite

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**NOTE**

At Versions 5 and 12, you can purchase new loadout slots. Owning multiple loadout slots allows you to preset loadouts for different maps or game modes. For example, the disc mods and enhancers you use in Disintegration matches may differ from the ones you like to use in Bit Runner.

Just as in the Story Mode, every time you level up to a new Version, you earn expandable memory that can be spent in the System Upgrades screen. There are multiple classes of upgrades, from increasing your disc power, to alternate vehicles, to Game Grid enhancers. All upgrades have a prerequisite—some have multiple prerequisites. These prerequisites may require you to reach a certain Version or own a specific upgrade before they're made available. If you purchase a disc mod, Game Grid enhancer, or Light Cycle, remember to equip your new purchases in the Loadout screen before beginning a new match. For more details on upgrades, including the stats, costs, and prerequisites for each, reference the System Upgrades table at the back of the guide.

## GAMEPLAY ELEMENTS

If you're familiar with the gameplay controls in the Story Mode, you're ready to jump into a multiplayer match. While the same mobility and combat controls still apply, there are some new elements you should make note of before starting your first match.

### HEALTH ETCs



In multiplayer, running across Energy Transfer Conduits, or ETCs, is the easiest way to restore your health. During Disintegration matches, all ETCs are white in color and can be used by all players. However, in team-based game modes, some ETCs match the color of the two teams. If you run across an opposing team's ETC, you will lose health instead of gaining it. In Power Monger matches, ETCs can change color based on which team controls the nearby power node. Before running across an ETC, always check the color. Neutral (white) ETCs also are available in these team-based game modes and can heal anyone. In addition to ETCs, health can also be gained from special Game Grid enhancers or by using Corruption Disc power attacks on opponents.

### ENERGY ETCs



Energy plays a large part in multiplayer, allowing you to initiate your Core discs' power attacks. As in Story Mode, you can restore your energy by vaulting over white-colored objects, but some maps are also equipped with energy ETCs. These look just like health ETCs but are marked with a series of vertical and horizontal line icons resembling circuitry. Simply wall run across these ETCs to restore your energy. While most energy ETCs are white, in some team-based matches, the ETCs match the colors of the teams. If you wall run across an opposing team's energy ETCs, it will drain your energy.

**NOTE**

Whenever you level up during a multiplayer match, your health and energy are completely replenished.

# LIGHT CYCLES



On the larger maps you can activate your Light Cycle to cover vast distances in a matter of seconds. The Light Cycle controls operate the same way as it does in the Story Mode but with a significant improvement. While traveling at high speed you can perform left and right turns at sharp 90-degree angles, all without losing speed. These sharp turns are great for taking out opponents chasing you, causing them to crash into your light trail. You can pass through your own light trail and those of your teammates in team-based game modes, but you must avoid the light trails of your opponents. Even glancing an enemy's light trail will cause you to lose health. Crashing headlong into an enemy light trail (or other surface) proves fatal. You're credited for derezzing anyone who crashes into your light trail, so look for opportunities to make sharp turns in front of opponents.

While riding your Light Cycle, you can benefit from your Core discs' power attacks. For example, activating the Heavy Disc's power attack gives you a temporary speed boost. The Bomb Disc's power attack is the Mag Grenade. This causes you to throw out a series of small bombs that attach themselves to nearby targets before exploding—great for taking out enemy Light Tanks and Light Cycles. Initiating the Stasis Disc's power attack gives you three seconds of invulnerability. When the Corruption Disc is selected, you slowly replenish your energy, so when you're not using the other discs, keep your Corruption Disc selected to regenerate energy.



## TIP



In Disintegration matches, each player is a different color, producing a unique colored light trail. Every light trail that is not your own is lethal, so avoid contact. If you're about to crash into a light trail, quickly press the jump button to deactivate your Light Cycle. If your timing is right, you'll jump over the light trail. Once you're clear of the enemy light trail, activate your Light Cycle before your feet touch the ground.

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## LIGHT TANKS



The larger maps have Light Tank spawn nodes. During Disintegration matches, Light Tanks appear on these nodes, ready to be occupied by any player. But in team-based matches, the Light Tanks must be spawned by standing on a circular node adjacent to the spawn location. Simply stand on this node for a few seconds until the Light Tank appears—you cannot spawn a Light Tank while in a vehicle. Only the team that spawned the Light Tank can take control of it. The Light Tanks function just like the ones in the Story Mode. But given the fast pace of the multiplayer modes, you need to keep your head on a swivel to avoid getting flanked by fast-moving Light Cycles. Consider backing into a corner or up against a wall and engage the cross-traffic moving through the center of the map.

In addition to the main cannon's primary attack, you can also press the alternate fire button to unleash the power attacks associated with your Core discs. The Heavy Disc's Laser Pulse fires a high-powered blast capable of delivering heavy damage over long range with a high degree of accuracy. The Bomb Disc's Frag Mortar fires multiple grenade-like warheads at close range, great for taking out large groups of enemies on foot. The Stasis Disc's Arc Shell slows your target's movements, ideal for slowing enemy Light Cycles before setting up the derezz shot. The Corruption Disc's Shiva Laser temporarily corrupts the target, preventing it from attacking.

### NOTE



**Driving over the white vehicle lines only restores your energy. You must exit your Light Cycle or Light Tank and wall run across ETCs to replenish your health.**

## POWER-UPS



resembles a strand of DNA and instantly replenishes your health and energy. The Equalizer power-up icon contains the image of a disc. Grabbing this power-up gives you one-hit derezz ability for a short period of time, as indicated by the white pulsing energy bolts surrounding your character. So don't bother with fancy combos or power attacks—one hit with your disc is enough to derezz anything, including Light Cycles and Light Tanks.

## TIP

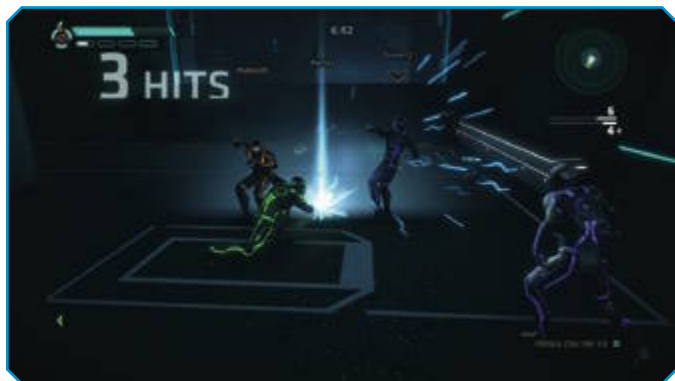


Derezzed opponents drop XP pick-ups, resembling blue hexagonal icons. Be sure to grab these before someone else does—or before they disappear. The XP retrieved from these pick-ups differs based on the Version of the derezzed player. The higher the Version, the more XP the pick-up is worth. Bots do not drop these pick-ups.

# GAME MODES >

There are a total of four game modes, each with their own set of rules and victory conditions. With a maximum of 10 players per match, the action can get frantic. It's a good idea to know what you're supposed to do before jumping into a match.

## DISINTEGRATION



Disintegration is a free-for-all deathmatch-style game mode where every player is out for themselves. Players earn a point for each opponent they derezz and lose one point for each death. The first player to reach the score limit wins. Or if the score limit isn't reached within the match's time limit, the player with the highest score wins. In the event of a tie, the player with the least deaths wins. This is a fast-paced and frantic game mode, but the gameplay mechanics are simple enough to appeal to players of any skill level. Make use of the map's health and energy ETCs to stay alive.

## TEAM DISINTEGRATION



This team-based mode follows the same basic rule set as Disintegration as the players are divided into two different teams. Points are awarded for each derezz and deducted for each death. Teamwork is essential to ensure your team comes out the victors. Instead of splitting up, consider moving around the map in groups of two or three players. This prevents you from getting ganged-up on by enemies. Plus,

it's easy to pick off lone players when you have teammates to help you out. You can't harm your teammates, so feel free to unleash powerful slam attacks to gain an edge in close-quarter fights.

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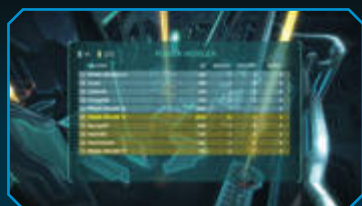
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## POWER MONGER



In Power Monger, your team fights to take control of several power nodes scattered throughout the map. Your power nodes must be connected to adjacent nodes controlled by your team to generate energy. Each team begins with one node at their base—this node cannot be captured by the opposing team and must be connected to the adjacent nodes as shown on the circuit diagram on the left side of the screen. The more nodes that are linked to your base's node, the more energy you gain. Both team's energy is shown on the right side of the screen as numbers next to horizontal blue and orange lines. Think of this as the score. The team with the most energy at the end of the match wins. In the event of a tie, the team with the most derezzes wins. The circuitry layout of each map is different, requiring you to pay close attention to which nodes are most beneficial to your team. Of course, controlling all the nodes is a surefire way to secure a victory. Nodes can be captured by standing within their capture radius. The more teammates within the capture radius, the faster the node is captured.

### NOTE



At the end of a match, the scoreboard appears showing how well you performed. The scoreboard tracks XP earned, as well as the number of derezzes, assists, and wipes (deaths) of each player.

## BIT RUNNER



In Bit Runner, there is one bit on the map that can be retrieved and carried by any player from either team. The longer the bit is held by one team, the more points they accrue at the rate of approximately one point per second. However, the bit slowly drains the carrier's health and energy, requiring constant replenishment. Since the bit is the focus of this game mode, the bit carrier must move constantly to avoid getting derezzed by opponents. Teammates should escort their team's bit carrier in an attempt to distract and eliminate pursuers. If the bit carrier derezzes, the bit is dropped and can be picked up by anyone. This is another reason why escorts are important, as it's good to have a teammate nearby to grab the bit when it's dropped. On foot, this game mode is intense. But playing this mode on a Light Cycle-enabled map takes the intensity to a whole new level. The bit cannot be captured while on a Light Cycle or in a Light Tank, but it can be carried while piloting either vehicle. The team that holds the bit the longest (as indicated by the team points on the right side of the screen) wins the match. If the match concludes with a tie, the winner is determined by the team with the most derezzes.

### NOTE

Carrying the bit does deplete your health, but only to a certain level—it won't drain your health completely causing you to derezz. But it will continue to drain your energy until there's none left.



There are four maps available during multiplayer matches, each with its own distinct layout and features. All game modes are playable on each map, adding a greater sense of variety given the different rules and victory conditions.

## CIRCUIT BOARD



### DESCRIPTION:

*"The Board" favors combatants whom are expert Light Cycle handlers, unless of course if you're lucky enough to get the Light Tank.*

**SIZE:** Large

### MOBILITY OPTIONS:

*On foot, Light Cycle*

**LIGHT TANK SPAWN NODES:** 1



In Bit Runner, the bit is housed in this hub at the center of the map. Jump on your Light Cycle at the beginning of the match and grab the bit before the opposing team gets here. You can't retrieve the bit while on your Light Cycle, so jump off just before crashing into the platform to launch yourself toward the bit. Grab it, then get away on your Light Cycle, preferably while your teammates escort you away from this central location. Race along the upper level paths in an attempt to avoid the heavy Light Cycle traffic below.



Light Cycles dominate this map, so during team-based matches, try to ride together in groups of two or three. This is critical in Bit Runner when escorting the bit. You can't crash into your team's own light trails and they can't crash into yours. However, your multiple light trails can cause serious problems for the other team. Work together to create impassable light trail barriers for your opponents to crash into.

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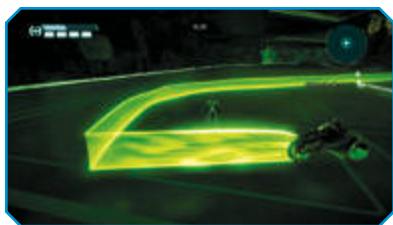
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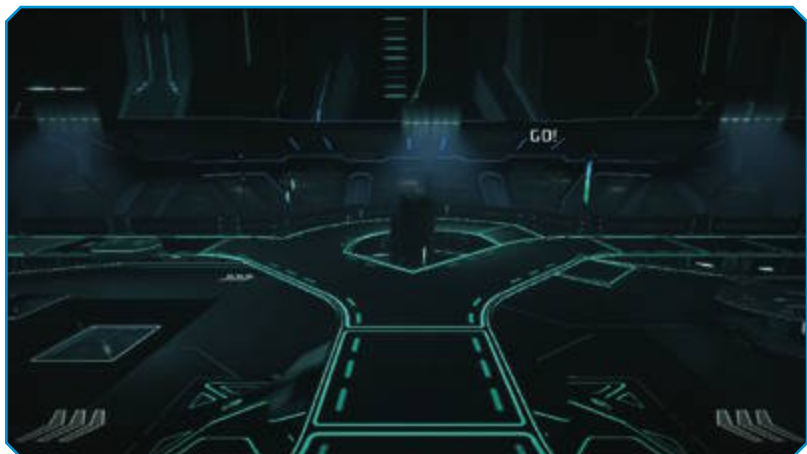


Don't get caught on foot in the middle of the grid, otherwise opponents can easily corral you with their light trail, making it difficult to escape. A well-timed slam attack may be enough to take out your opponent. But even after they've derezzed, avoid making contact with their light trail—it will eventually disappear.



There's one Light Tank spawn node on this map, but you're better off on your Light Cycle. When confronting a Light Tank, equip your Bomb Disc and execute a Mag Grenade power attack at close range. The small magnetic grenades attach themselves to the Light Tank and explode. If you're close enough during the initial deployment, two Mag Grenade attacks are enough to take out a Light Tank. However, be careful not to crash into the Light Tank during your high-speed passes. The Mag Grenade attack is equally effective against enemy Light Cycles.

## DEFRAG



### DESCRIPTION:

*Rumored to have been designed by Flynn himself, Defrag boasts wide stretches of grid with strategically placed islands.*

**SIZE:** *Large*

**MOBILITY OPTIONS:** *On foot, Light Cycle*

**LIGHT TANK SPAWN NODES:** *2*



There are two plateau-like islands on this map that can make for great defensive positions, particularly during Bit Runner matches. Once your team captures the bit, instead of racing around the map, climb to the top of one of these islands and fend off attackers. There are ETCs on each island required to keep the bit carrier supplied with health. In Power Monger, two of the power nodes are located on these islands, making them relatively easy to defend.



The map's two Light Tank spawn nodes on this map are sites of frequent contention in any game mode. If you see several players on foot fighting in these areas, stay on your Light Cycle and run them down. Mag Grenade attacks also work well for clearing out large groups of enemies. Once the area is clear, stand on the spawn node and claim a Light Tank for yourself or a teammate.



There are several jumps on the lower level that can send your Light Cycle flying through the air. This is a great way to jump over light trails and other obstacles. However, enemies that have recently used these jumps leave behind an elevated light trail. Be ready to take evasive action when necessary—you can perform a 90-degree turn in midair to avoid such collisions.



In Power Monger, the central power node is critical to both teams. This node must be held to complete the circuit and generate energy for your team, so consider defending it at all times. A Light Tank positioned here can be a good deterrent as can a couple of players patrolling this upper-level platform on Light Cycles. If the enemy team controls this node, capture it to break their circuit.

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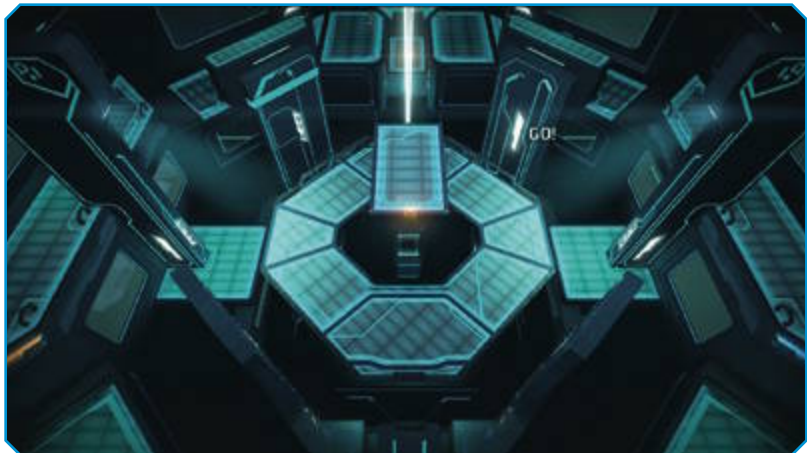
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# HARD DISK



## DESCRIPTION:

*A multi-layered arcade located in Arjia City. The troughs and sectioned walls make for ideal defense and ambush sites.*

**SIZE:** *Small*

**MOBILITY OPTIONS:** *On foot only*

**LIGHT TANK SPAWN NODES:** *None*



When possible, stick to the upper-level perimeter walkway on this map, especially when carrying or escorting the bit in Bit Runner matches. The higher elevation gives you a better view of the map while allowing you to avoid the high-traffic areas below. If carrying the bit, simply sprint around this perimeter walkway, utilizing vaults and wall runs to stay one step ahead of your pursuers. If nobody is actively chasing you, simply hang out on this walkway and earn points for your team. It's easy to defend one of these elevated platforms from attacks. The Mag disc's negative polarity attack is a great way to push opponents back, causing them to fall back down to the floor.

In Power Monger, whoever controls the central power node controls the flow of energy shown on the circuit diagram. This critical node is located on the central platform. The easiest way to reach this platform is by wall running and jumping up the columns beneath it. You can also vault to this platform from one of the other nodes on the perimeter. Mag disc grapple points are also suspended high above the map, which you can use to launch yourself toward the platform. Regardless of how you get there, prepare for a fight when it comes to capturing and defending this critical power node.



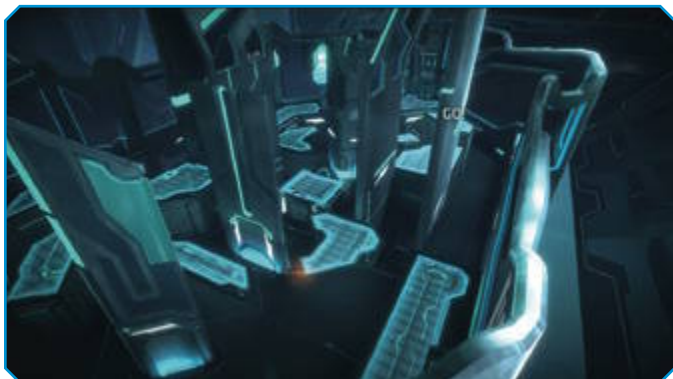


Given the map's compact size, it's a good idea to stay close to your teammates during team-based game modes such as Team Disintegration. Overwhelm your opponents with superior numbers to boost your team's derezz count while minimizing your team's deaths. Don't shy away from using power attacks in close proximity to your teammates—they won't take damage.



To reach the rectangular platform high above the grid, target the red grapple point and activate your Mag disc. Tactically, this platform has little significance in any of the game modes—unless you're looking for a place to escape the action while carrying the bit in Bit Runner. However, power-ups periodically appear here, potentially granting you a significant advantage over your opponents.

## HEAT SINK



### DESCRIPTION:

*Champions of this grid utilize vaults and their mastery of high mobility to stay above their prey.*

**SIZE:** *Small*

**MOBILITY OPTIONS:**

*On foot only*

**LIGHT TANK SPAWN NODES:** *None*



Always try to maintain the high ground on this map. It's easier to target enemies below you than it is to hit those above you. If you're having trouble targeting enemies on the lower levels, jump up first, then throw your disc while in midair. Continue jumping and attacking until you've derezzed your target on the lower level. This is a good way to score some easy derezzes in Disintegration matches. Watch the close-quarter fights from a distance and pick off the weakest opponents.

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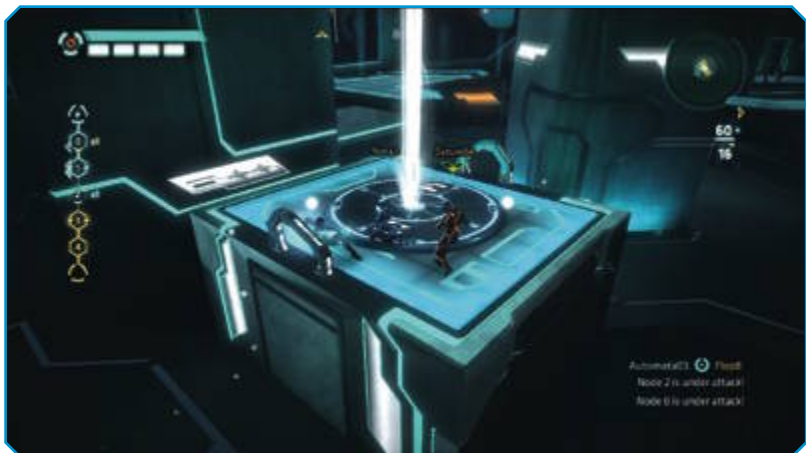
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In Bit Runner matches, the bit spawns on the platform at the center of the map. If you spawn into the match on an upper-level platform, don't drop to the ground. Instead, jump from one platform to the next, working your way toward the bit. However, be careful not to fall into one of the pits flanking the central platform—use your Mag disc to push opponents off the platform to knock them into these pits. Grab the bit and rush back the way you came. There aren't many safe spots to hide on this map, so keep moving along the platforms to avoid enemies on the ground.



Unlike other Power Monger matches, the circuit configuration here is linear. Simply link your base's power node to the next two nodes in the circuit to begin generating energy. There are a total of five power nodes on this map, but only nodes 1 and 3 generate energy when linked to your base. While you can generate power by controlling one of these nodes, you can double your energy production by controlling both 1 and 3. But to link these nodes, you must control power node 2, on the platform in the center of the map. If the enemy controls all the power nodes, capture node 2 to cut their circuit in half, hindering (but not halting) their energy production.



Pay close attention to the colors of the health and energy ETCs, especially during Power Monger matches. Most of the ETCs are linked to the adjacent power nodes causing them to change colors based on which team controls the node. White-colored ETCs are neutral and can be used by players on either team. But if you accidentally run across an enemy-colored ETC, you'll lose health or energy.



# APPENDIX





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## VERSION STATS >>

Version	XP Required	XP Mod.	MB Rewarded
1	0	1	0MB
2	220	1.1	2MB
3	625	1.1	2MB
4	1,350	1.1	2MB
5	2,500	1.2	2MB
6	4,000	1.2	2MB
7	5,800	1.2	2MB
8	8,500	1.3	2MB
9	11,500	1.3	2MB
10	15,000	1.3	2MB
11	19,350	1.4	2MB
12	24,000	1.4	2MB
13	29,500	1.4	2MB
14	35,500	1.5	2MB
15	42,000	1.5	2MB
16	49,000	1.5	2MB
17	56,500	1.6	2MB
18	65,000	1.6	2MB
19	74,000	1.6	2MB
20	83,000	1.7	6MB
21	92,000	1.7	6MB
22	101,000	1.7	6MB
23	110,000	1.8	6MB
24	119,000	1.8	6MB
25	128,500	1.8	6MB
26	138,000	1.9	6MB
27	147,500	1.9	6MB
28	157,000	1.9	6MB
29	166,500	2	6MB
30	176,250	2	6MB

Version	XP Required	XP Mod.	MB Rewarded
31	186,000	2	6MB
32	195,750	2	8MB
33	205,500	2	8MB
34	215,250	2	8MB
35	225,250	2.1	8MB
36	235,250	2.1	8MB
37	245,250	2.2	8MB
38	255,250	2.2	8MB
39	265,250	2.2	8MB
40	275,500	2.3	8MB
41	285,750	2.3	8MB
42	296,000	2.3	8MB
43	306,250	2.4	8MB
44	316,500	2.4	8MB
45	327,000	2.4	8MB
46	337,500	2.4	8MB
47	348,000	2.4	8MB
48	358,500	2.5	8MB
49	369,000	2.5	8MB
50	380,000	2.5	8MB

### NOTE

The XP modifier is a multiplier applied when derezzing enemies. This number is multiplied by the derezzed enemy's base XP value to determine the amount of XP earned.

# SYSTEM UPGRADES

## CORE DISCS

HEAVY DISC			
Availability	Prerequisite	Cost	Description
Version 2	None	0MB	Disc has increased range and damage at the sacrifice of a slower rate of fire.
System	Light Cycle	Light Tank	
+25% Damage	15% Boost*	Laser Pulse	
BOMB DISC			
Availability	Prerequisite	Cost	Description
Version 7	None	0MB	Disc explodes on impact, causing damage to opponents in the vicinity.
System	Light Cycle	Light Tank	
AoE Damage	Mag Grenade*	Frag Mortar	
STASIS DISC			
Availability	Prerequisite	Cost	Description
Version 12	None	0MB	Disc slows the targets' movement by a small amount.
System	Light Cycle	Light Tank	
Stasis Field	100% Damage Resist (3 Sec.)*	Arc Shell	
CORRUPTION DISC			
Availability	Prerequisite	Cost	Description
Version 15	None	0MB	Disc converts damage dealt to enemies to health.
System	Light Cycle	Light Tank	
2% Health Leech	20% AoE*	Shiva Laser	

## DISC MODS

HEAVY MOD V2.0			
Availability	Prerequisite	Cost	Description
Version 4	Heavy Disc	8MB	Upgrade of Core Heavy Disc. Disc has a greater increased range and damage at the sacrifice of a slower rate of fire.
System	Light Cycle	Light Tank	
+60% Damage	30% Boost*	Quantum Pulse	
HEAVY MOD AUXILIARY			
Availability	Prerequisite	Cost	Description
Version 6	Heavy Disc	7MB	You will mitigate some damage from attacking enemies with this passive power.
System	Light Cycle	Light Tank	
32% Damage Resistance	32% Damage Resistance*	15% Speed	
BOMB MOD V2.0			
Availability	Prerequisite	Cost	Description
Version 10	Bomb Disc	8MB	Upgrade of Core Bomb Disc. Disc explodes on impact, causing damage to opponents in the larger vicinity.
System	Light Cycle	Light Tank	
+90% AoE Range	Mag Grenade V2.0*	Frag Mortar Mk2	

\* Multiplayer Only

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### STASIS MOD V2.0

Availability	Prerequisite	Cost	Description
Version 14	Stasis Disc	8MB	Upgrade of Core Stasis Disc. Disc slows the targets' movement by a greater amount.
System	Light Cycle	Light Tank	
Stasis Hold	100% Damage Resist (6 Sec.)*	Arc Shell Mk2	

### BOMB MOD AUXILIARY

Availability	Prerequisite	Cost	Description
Version 15	Bomb Disc	7MB	A passive power that will damage nearby enemies when you are hit.
System	Light Cycle	Light Tank	
Area Damage	Area Damage*	15% Damage AoE	

### CORRUPTION MOD V2.0

Availability	Prerequisite	Cost	Description
Version 17	Corruption Disc	8MB	Upgrade of Core Corruption Disc. Disc converts more of the damage dealt to enemies to usable energy.
System	Light Cycle	Light Tank	
4% Health Leech	+40% AoE	Shiva Laser Mk2	

### STASIS MOD AUXILIARY

Availability	Prerequisite	Cost	Description
Version 19	Stasis Disc	7MB	If you remain still, you will enter a stealth state and not be targetable by enemies.
System	Light Cycle	Light Tank	
Cloak	Stealth*	15% Damage Resist	

### CORRUPTION MOD AUXILIARY

Availability	Prerequisite	Cost	Description
Version 21	Corruption Disc	7MB	Player regenerates a small amount of energy when equipped.
System	Light Cycle	Light Tank	
Energy Regen	Corruption Trail*	2% Energy/Sec.	

## SOFTWARE UPGRADES

### ENERGY CAPACITOR V1.0

Availability	Prerequisite	Cost	Description
Version 2	None	2MB	Increases your energy reserves.
System	Light Cycle	Light Tank	
+50% to Max Energy	+50% to Max Energy	+50% to Max Energy	

### HEALTH MOD V1.0

Availability	Prerequisite	Cost	Description
Version 2	None	2MB	Increases your health pool.
System	Light Cycle	Light Tank	
+20% to Max Health	+20% to Max Health	+20% to Max Health	

### SIPHON CONDUCTOR V1.0

Availability	Prerequisite	Cost	Description
Version 3	None	2MB	Increases the rate in which you draw energy or health from objects.
System	Light Cycle	Light Tank	
+10% Energy Rate	+10% Energy Rate	+10% Energy Rate	

### ENERGY CAPACITOR V2.0

Availability	Prerequisite	Cost	Description
<b>Version 5</b>	<b>Energy Capacitor V1.0</b>	<b>4MB</b>	Upgrade of Energy Capacitor V1.0. Further increase to player's energy reserves.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+100% to Max Energy</b>	<b>+100% to Max Energy</b>	<b>+100% to Max Energy</b>	

### HEALTH MOD V2.0

Availability	Prerequisite	Cost	Description
<b>Version 7</b>	<b>Health Mod V1.0</b>	<b>4MB</b>	Upgrade variant of Health Mod V1.0. Further increase to player's health pool.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+40% to Max Health</b>	<b>+40% to Max Health</b>	<b>+40% to Max Health</b>	

### SIPHON CONDUCTOR V2.0

Availability	Prerequisite	Cost	Description
<b>Version 9</b>	<b>Siphon Conductor V1.0</b>	<b>4MB</b>	Upgrade of Siphon Conductor V1.0. Further increase of draw rate from energy or health objects.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+20% Energy Rate</b>	<b>+20% Energy Rate</b>	<b>+20% Energy Rate</b>	

### HEALTH MOD V3.0

Availability	Prerequisite	Cost	Description
<b>Version 11</b>	<b>Health Mod V2.0</b>	<b>12MB</b>	Upgrade variant of Health Mod V2.0. Further increase to player's health pool.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+60% to Max Health</b>	<b>+60% to Max Health</b>	<b>+60% to Max Health</b>	

### SIPHON CONDUCTOR V3.0

Availability	Prerequisite	Cost	Description
<b>Version 13</b>	<b>Siphon Conductor V2.0</b>	<b>12MB</b>	Upgrade of Siphon Conductor V2.0. Further increase of draw rate from energy or health objects.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+35% Energy Rate</b>	<b>+35% Energy Rate</b>	<b>+35% Energy Rate</b>	

### ENERGY CAPACITOR V3.0

Availability	Prerequisite	Cost	Description
<b>Version 16</b>	<b>Energy Capacitor V2.0</b>	<b>12MB</b>	Upgrade of Energy Capacitor V2.0. Further increase to player's energy reserves.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+150% to Max Energy</b>	<b>+150% to Max Energy</b>	<b>+150% to Max Energy</b>	

### SIPHON CONDUCTOR V4.0

Availability	Prerequisite	Cost	Description
<b>Version 18</b>	<b>Siphon Conductor V3.0</b>	<b>16MB</b>	Upgrade of Siphon Conductor V3.0. Further increase of draw rate from energy or health objects.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+50% Energy Rate</b>	<b>+50% Energy Rate</b>	<b>+50% Energy Rate</b>	

### HEALTH MOD V4.0

Availability	Prerequisite	Cost	Description
<b>Version 20</b>	<b>Health Mod V3.0</b>	<b>16MB</b>	Upgrade variant of Health Mod V3.0. Further increase to player's health pool.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+80% Max Health</b>	<b>+80% Max Health</b>	<b>+80% Max Health</b>	

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## MISCELLANEOUS

### GAME GRID LOADOUT SLOT V2.0

Availability	Prerequisite	Cost	Description
<b>Version 5</b>	<b>None</b>	<b>4MB</b>	Unlocks additional loadout slot for online Game Grids.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>N/A</b>	<b>N/A</b>	<b>N/A</b>	

### GAME GRID LOADOUT SLOT V3.0

Availability	Prerequisite	Cost	Description
<b>Version 12</b>	<b>Game Grid Loadout Slot V2.0</b>	<b>8MB</b>	Unlocks additional loadout slot for online Game Grids.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>N/A</b>	<b>N/A</b>	<b>N/A</b>	

## VEHICLES

### LIGHT CYCLE (GEN-4)

Availability	Prerequisite	Cost	Description
<b>Version 1</b>	<b>None</b>	<b>Installed</b>	Current generation Light Cycle.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>N/A</b>	<b>N/A</b>	<b>N/A</b>	

### LIGHT CYCLE (GEN-5)

Availability	Prerequisite	Cost	Description
<b>Version 20</b>	<b>None</b>	<b>5MB</b>	Next generation Light Cycle.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>N/A</b>	<b>-15% Accel/ +15% Grip</b>	<b>N/A</b>	

### LIGHT CYCLE (GEN-2)

Availability	Prerequisite	Cost	Description
<b>Version 30</b>	<b>None</b>	<b>5MB</b>	Retro generation Light Cycle.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>N/A</b>	<b>+25% Speed/ -15% Accel</b>	<b>N/A</b>	

## GAME GRID ENHANCERS\*

### HEALTH PING V1.0

Availability	Prerequisite	Cost	Description
<b>Version 3</b>	<b>None</b>	<b>4MB</b>	Player has a limited but constant health regen rate.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>2% Health/Sec.</b>	<b>2% Health/Sec.</b>	<b>2% Health/Sec.</b>	

### ENERGY PING V1.0

Availability	Prerequisite	Cost	Description
<b>Version 6</b>	<b>None</b>	<b>4MB</b>	Player has a limited but constant energy regen rate.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>2% Energy/Sec.</b>	<b>2% Energy/Sec.</b>	<b>2% Energy/Sec.</b>	

### HEALTH PACKET V1.0

Availability	Prerequisite	Cost	Description
<b>Version 8</b>	<b>None</b>	<b>5MB</b>	Teammates in range will gain a limited but constant health regen rate.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>1% Health/Sec.</b>	<b>1% Health/Sec.</b>	<b>1% Health/Sec.</b>	

### WARD CODEX V1.0

Availability	Prerequisite	Cost	Description
<b>Version 9</b>	<b>None</b>	<b>2MB</b>	This enhancer provides the player with a damage resistance bonus.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>20% Damage Resist</b>	<b>20% Damage Resist</b>	<b>20% Damage Resist</b>	

### ENERGY PACKET V1.0

Availability	Prerequisite	Cost	Description
<b>Version 10</b>	<b>None</b>	<b>5MB</b>	Teammates in range gain a limited but constant energy regen rate.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>1% Energy/Sec.</b>	<b>1% Energy/Sec.</b>	<b>1% Energy/Sec.</b>	

### AEGIS CODEX V1.0

Availability	Prerequisite	Cost	Description
<b>Version 16</b>	<b>None</b>	<b>2MB</b>	With this enhancer equipped, all teammates have a damage resistance bonus.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>10% Damage Resist</b>	<b>10% Damage Resist</b>	<b>10% Damage Resist</b>	

### PACKET FILTER V1.0

Availability	Prerequisite	Cost	Description
<b>Version 17</b>	<b>None</b>	<b>2MB</b>	Players take less damage when using any opposing team's energy line.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>50% Line Damage Resist</b>	<b>50% Line Damage Resist</b>	<b>50% Line Damage Resist</b>	

### PACKET WALL V1.0

Availability	Prerequisite	Cost	Description
<b>Version 19</b>	<b>None</b>	<b>2MB</b>	Teammates take less damage when using an opposing team's energy line.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>40% Line Damage Resist</b>	<b>40% Line Damage Resist</b>	<b>40% Line Damage Resist</b>	

### POWER SPIKE V1.0

Availability	Prerequisite	Cost	Description
<b>Version 21</b>	<b>None</b>	<b>2MB</b>	Players gain a small multiplier to damage.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+30% Damage</b>	<b>+30% Damage</b>	<b>+30% Damage</b>	

### POWER SURGE V1.0

Availability	Prerequisite	Cost	Description
<b>Version 23</b>	<b>None</b>	<b>2MB</b>	Players on the same team receive a small multiplier to damage.
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+12% Damage</b>	<b>+12% Damage</b>	<b>+12% Damage</b>	

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### CRIT OVERRIDE V1.0

Availability	Prerequisite	Cost	Description
Version 25	None	2MB	When the player's health is low, damage output is increased significantly.
System	Light Cycle	Light Tank	
+75% Damage at 50% Health	+75% Damage at 50% Health	+75% Damage at 50% Health	

### CRIT OVERCLOCK V1.0

Availability	Prerequisite	Cost	Description
Version 27	None	2MB	Teammates with low health have a significant increase in damage output.
System	Light Cycle	Light Tank	
+40% Damage at 40% Health	+40% Damage at 40% Health	+40% Damage at 40% Health	

### HEALTH PING V2.0

Availability	Prerequisite	Cost	Description
Version 29	Health Ping V1.0	8MB	Upgrade of Health Ping V1.0. Player has limited but constant health regen rate.
System	Light Cycle	Light Tank	
3% Health/Sec.	3% Health/Sec.	3% Health/Sec.	

### ENERGY PING V2.0

Availability	Prerequisite	Cost	Description
Version 31	Energy Ping V1.0	7MB	Upgrade of Energy Ping V1.0. Player has limited but constant energy regen rate.
System	Light Cycle	Light Tank	
4% Energy/Sec.	4% Energy/Sec.	4% Energy/Sec.	

### WARD CODEX V2.0

Availability	Prerequisite	Cost	Description
Version 32	Ward Codex V1.0	4MB	Upgrade of Ward Codex V1.0. Provides the player with a greater damage resistance bonus.
System	Light Cycle	Light Tank	
30% Damage Resist	30% Damage Resist	30% Damage Resist	

### HEALTH PACKET V2.0

Availability	Prerequisite	Cost	Description
Version 33	Health Packet V1.0	7MB	Upgrade of Health Packet V1.0. Teammates in range gain a limited but constant health regen rate.
System	Light Cycle	Light Tank	
2% Health/Sec.	2% Health/Sec.	2% Health/Sec.	

### ENERGY PACKET V2.0

Availability	Prerequisite	Cost	Description
Version 35	Energy Packet V1.0	7MB	Upgrade of Energy Packet V1.0. Teammates in range gain a limited but constant energy regen rate.
System	Light Cycle	Light Tank	
2% Energy/Sec.	2% Energy/Sec.	2% Energy/Sec.	

### PACKET FILTER V2.0

Availability	Prerequisite	Cost	Description
Version 37	Packet Filter V1.0	3MB	Upgrade of Packet Filter V1.0. Player takes less damage when using opposing team's energy line.
System	Light Cycle	Light Tank	
100% Line Damage Resist	100% Line Damage Resist	100% Line Damage Resist	

### PACKET WALL V2.0

Availability	Prerequisite	Cost	Description
<b>Version 39</b>	<b>Packet Wall V1.0</b>	<b>3MB</b>	<i>Upgrade of Packet Wall V1.0. The player's team take less damage when using the opposing team's energy line.</i>
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>90% Line Damage Resist</b>	<b>90% Line Damage Resist</b>	<b>90% Line Damage Resist</b>	

### AEGIS CODEX V2.0

Availability	Prerequisite	Cost	Description
<b>Version 40</b>	<b>Aegis Codex V1.0</b>	<b>4MB</b>	<i>Upgrade of Aegis Codex V1.0. Teammates have greater damage resistance bonus.</i>
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>15% Damage Resist</b>	<b>15% Damage Resist</b>	<b>15% Damage Resist</b>	

### POWER SPIKE V2.0

Availability	Prerequisite	Cost	Description
<b>Version 41</b>	<b>Power Spike V1.0</b>	<b>3MB</b>	<i>Upgrade of Power Spike V1.0. Player gains a small multiplier to damage.</i>
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+60% Damage</b>	<b>+60% Damage</b>	<b>+60% Damage</b>	

### POWER SURGE V2.0

Availability	Prerequisite	Cost	Description
<b>Version 43</b>	<b>Power Surge V1.0</b>	<b>3MB</b>	<i>Upgrade of Power Surge V1.0. Players on the same team receive a small multiplier to damage.</i>
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+25% Damage</b>	<b>+25% Damage</b>	<b>+25% Damage</b>	

### CRIT OVERRIDE V2.0

Availability	Prerequisite	Cost	Description
<b>Version 45</b>	<b>Crit Override V1.0</b>	<b>3MB</b>	<i>Upgrade of Crit Override V1.0. When the player's health is low, damage output is increased significantly.</i>
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+130% Damage at 50% Health</b>	<b>+130% Damage at 50% Health</b>	<b>+130% Damage at 50% Health</b>	

### CRIT OVERCLOCK V2.0

Availability	Prerequisite	Cost	Description
<b>Version 47</b>	<b>Crit Overclock V1.0</b>	<b>3MB</b>	<i>Upgrade of Crit Overclock V1.0. Teammates with low health have a significant increase in damage output.</i>
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>+75% Damage at 40% Health</b>	<b>+75% Damage at 40% Health</b>	<b>+75% Damage at 40% Health</b>	

### PROTO CELL

Availability	Prerequisite	Cost	Description
<b>Version 50</b>	<b>None</b>	<b>3MB</b>	<i>Rare prototype enhancer. Player can collect energy/health from the opposing team's energy lines.</i>
<b>System</b>	<b>Light Cycle</b>	<b>Light Tank</b>	
<b>All Lines</b>	<b>All Lines</b>	<b>All Lines</b>	

\* Multiplayer Only

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## LIGHT CYCLE STATS >



### GEN-4

Health	Accel.	Decel.	Description
9	5	8	
Max Speed	Turn Rate	Traction	
6	6	6	
Light Trail Life	Light Trail Damage		
5	5		



### GEN-5

Health	Accel.	Decel.	Description
6	9	9	The GEN-5 is fast, reasonably tough, with excellent acceleration and brakes, but low traction. Tendency to oversteer, and turning at speed will almost always require some sideways action!
Max Speed	Turn Rate	Traction	
8	9	3	
Light Trail Life	Light Trail Damage		
5	5		



### GEN-2

Health	Accel.	Decel.	Description
3	7	4	Takes after the original legendary Light Cycle. Lightning fast, razor sharp handling, extremely fragile with questionable brakes! You won't be able to stop before an obstacle course, but you just might be able to maneuver through it without taking your foot off the gas!
Max Speed	Turn Rate	Traction	
10	10	10	
Light Trail Life	Light Trail Damage		
5	5		

# TRON FILE LOCATIONS

No.	File Name	XP	Chapter	Location	Description
01	NAVI BIT	0XP	1: Reboot	Cache Facility 6	Critical path; see page 39
02	Infected	0XP	1: Reboot	Module 8 Lower Concourse	First combat zone; see page 40
03	Tron	25XP	1: Reboot	Master Router Control	Final combat zone; see page 47
04	Sentry	50XP	1: Reboot	Stack 142—Basics Only	Critical path; see page 53
05	Zuse	50XP	1: Reboot	Exterior Maintenance Terrace 43	Critical path; see page 55
06	Light Cycle	50XP	1: Reboot	End of Line Club	Start of Light Cycle sequence on right; see page 57
07	Scout Sentries	100XP	2: Shutdown	Stack 29—Local Archives	Critical path; see page 64
08	Solar Sailer	100XP	2: Shutdown	Solar Sailer Departure Area 5F	Final black guard battle on dock; see page 75
09	Quorra	100XP	3: Arjia	Solar Sailer Arrival Area 5F	Critical path; see page 77
10	Arjia	100XP	3: Arjia	Arjia City	Platform after first elevator; see page 79
11	Arjians	150XP	3: Arjia	Arjia Plaza	After first combat zone; see page 90
12	Light Tank	150XP	3: Arjia	Recognizer Berth 14	Critical path; see page 93
13	Tron City	100XP	4: The Combatant	Periphery Corridor South	First jump during Light Cycle sequence; see page 101
14	Recognizer	100XP	4: The Combatant	Periphery Corridor West	After ninth jump during Light Cycle sequence; see page 101
15	Game Grid	100XP	4: The Combatant	The Game Grid—Service Entrance	On platform before entering elevator; see page 103
16	Clu	175XP	4: The Combatant	The Game Grid—Service Entrance	At entrance of tunnel before reaching Gibson; see page 104
17	Bostrum Colony	250XP	5: Identification, Friend or Foe	The Kernel—Central Lobby	Behind first destructible wall; see page 109
18	Bostrumites	250XP	5: Identification, Friend or Foe	Central Storage—F5 Deck	Enter narrow doorway to access side room; see page 114

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No.	File Name	XP	Chapter	Location	Description
19	Heavy Sentries	200XP	5: Identification, Friend or Foe	After Energy Reactor Processor 14	On ledge during black guard fight; see page 121
20	Basics	200XP	5: Identification, Friend or Foe	Roadway Closed	In first tunnel during Light Cycle sequence; see page 122
21	Gibson	200XP	5: Identification, Friend or Foe	Energy Test Excavation Site	Perform wall run during fight with Gibson; see page 125
22	Flynn	250XP	5: Identification, Friend or Foe	Western Outlands	On nearby platform after Disc Station; see page 127
23	Anon	250XP	5: Identification, Friend or Foe	The Arjia Conduit	After fourth jump during Light Cycle sequence; see page 130
24	Light Disc	225XP	6: The Approach	Jalen Plaza	First plaza, near sculpture before boarding Light Tank; see page 134
25	Radia	225XP	6: The Approach	The Hub	In last plaza on perimeter walkway; see page 139
26	Abraxas	300XP	6: The Approach	Integration Chamber	Vault near horizontal ETC during Abraxas fight; see page 142
27	Outlands	250XP	7: End of Line	The Outlands	On ledge near level start; see page 145
28	Black Guard	300XP	7: End of Line	The Regulator	On platform after third wall run; see page 148
29	Regulator	300XP	7: End of Line	Bomb Distribution Core	First tunnel, left path during Light Cycle sequences; see page 155

## ABRAXAS SHARD LOCATIONS >>

No.	XP	Chapter	Location	Description
1	25XP	1: Reboot	Energy Feed Substation 12	Third Infected room; see page 45
2	100XP	2: Shutdown	Stack 29—Local Archives	First puzzle room; see page 63
3	150XP	3: Arjia	Arjia Master Archives	On platform to the left of exit; see page 94
4	250XP	5: Identification, Friend or Foe	Depot—K Deck	Behind destructible wall; see page 115
5	250XP	5: Identification, Friend or Foe	Energy Test Excavation Site	Behind pillar on platform during Gibson fight; see page 125
6	350XP	6: The Approach	Integration Chamber	High above chamber during Abraxas fight; see page 140

# ACHIEVEMENTS AND TROPHIES

	<b>GREETINGS, PROGRAM!</b> Completed the Tutorial	Gamescore 20	Trophy Silver
<b>Developer Tip</b> Play until after the 1st Abraxas fight is completed.			
	<b>REBOOT</b> Completed Chapter One	Gamescore 20	Trophy Silver
<b>Developer Tip</b> Complete Chapter 1: Reboot.			
	<b>SHUTDOWN</b> Completed Chapter Two	Gamescore 20	Trophy Silver
<b>Developer Tip</b> Complete Chapter 2: Shutdown.			
	<b>ARJIA</b> Completed Chapter Three	Gamescore 20	Trophy Silver
<b>Developer Tip</b> Complete Chapter 3: Arjia.			
	<b>RACE TO THE GRID</b> Completed Chapter Four	Gamescore 20	Trophy Silver
<b>Developer Tip</b> Complete Chapter 4: The Combatant.			
	<b>IDENTIFICATION</b> Completed Chapter Five	Gamescore 20	Trophy Silver
<b>Developer Tip</b> Complete Chapter 5: Identification, Friend or Foe.			
	<b>THE APPROACH</b> Completed Chapter Six	Gamescore 20	Trophy Silver
<b>Developer Tip</b> Complete Chapter 6: The Approach.			
	<b>END OF LINE</b> Completed the Game	Gamescore 50	Trophy Silver
<b>Developer Tip</b> Complete Chapter 7: End of Line.			
	<b>EVOLVED USER</b> Completed the game on the "Insane" difficulty level without changing the setting	Gamescore 75	Trophy Gold
<b>Developer Tip</b> Start a new game on the Hard difficulty setting. Play through all 7 chapters without ever changing the difficulty. Once completed, the Insane difficulty will unlock. Start a New Story on Insane, and complete the entire story without changing difficulty level.			

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
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



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	<b>WHAT KIND OF PROGRAM IS HE?</b>	<b>Gamescore</b>	<b>Trophy</b>
	Leveled up for the first time	5	Bronze
<b>Developer Tip</b>			
Play until after the 1st Abraxas fight is completed. Alternatively, go into Multiplayer, play a match and win. This will also level the character up.			
	<b>LEVEL UP IN THE GAME GRID</b>	<b>Gamescore</b>	<b>Trophy</b>
	Leveled up in the Game Grid	5	Bronze
<b>Developer Tip</b>			
This is easiest to do with a new character. Select Multiplayer from the Main Menu. Create a game. Play any mode, with any number of bots. Derezz as many opponents as possible and win the match. The character will level up. Alternatively, while playing through the game, access any of the Disc Stations found in the level, and access the Game Grids from there.			
	<b>IT'S WHAT I DO</b>	<b>Gamescore</b>	<b>Trophy</b>
	Your character has reached Level 10	10	Bronze
<b>Developer Tip</b>			
Around the end of Chapter 2 or the beginning of Chapter 3, the character can reach level 10. You can expedite this by playing in the Game Grids as often as possible.			
	<b>SYSTEM MONITOR EVOLVED</b>	<b>Gamescore</b>	<b>Trophy</b>
	Your character has reached Level 20	25	Bronze
<b>Developer Tip</b>			
Complete the game. The character should be around level 18-20 by then. You can expedite this by playing in the Game Grids as often as possible.			
	<b>YEAH THAT'S THE STUFF</b>	<b>Gamescore</b>	<b>Trophy</b>
	Your character has reached Level 30	40	Silver
<b>Developer Tip</b>			
After completing the game, either replay existing chapters or play in the Game Grids. Ensure you win the matches and derezz as many players as possible. The most XP friendly game modes are Power Monger and Bit Runner.			
	<b>I WANT MORE!</b>	<b>Gamescore</b>	<b>Trophy</b>
	Your character has reached Level 40	50	Silver
<b>Developer Tip</b>			
After completing the game, either replay existing chapters or play in the Game Grids. Ensure you win the matches and derezz as many players as possible. The most XP friendly game modes are Power Monger and Bit Runner.			
	<b>NOW FOR SOME REAL USER POWER</b>	<b>Gamescore</b>	<b>Trophy</b>
	Your character has reached Level 50	75	Gold
<b>Developer Tip</b>			
After completing the game, either replay existing chapters or play in the Game Grids. Ensure you win the matches and derezz as many players as possible. The most XP friendly game modes are Power Monger and Bit Runner.			
	<b>LOOK WHAT I FOUND!</b>	<b>Gamescore</b>	<b>Trophy</b>
	Collected your first Tron File	5	Bronze
<b>Developer Tip</b>			
There are 29 Tron files scattered throughout the Grid. Collecting any 1 file will work.			
	<b>TRON AFICIONADO</b>	<b>Gamescore</b>	<b>Trophy</b>
	Collected all Tron Files	30	Silver
<b>Developer Tip</b>			
Reference the Tron File Locations table.			

	<b>AH, NOW I GET IT</b> Collect all Abraxas Shards	<b>Gamescore</b> 15	<b>Trophy</b> Bronze
<b>Developer Tip</b> Reference the Abraxas Shard Locations table.			
	<b>WARMING UP</b> Get a 5X hit multiplier	<b>Gamescore</b> 5	<b>Trophy</b> Bronze
<b>Developer Tip</b> This should happen naturally through combat. If the character gets hit, or waits too long, the hit multiplier gets reset.			
	<b>I CAN DO THIS ALL DAY</b> Get a 15X hit multiplier	<b>Gamescore</b> 15	<b>Trophy</b> Bronze
<b>Developer Tip</b> This should happen naturally through combat. If the character gets hit, or waits too long, the hit multiplier gets reset.			
	<b>UNSTOPPABLE PROGRAM</b> Get the maximum hit multiplier	<b>Gamescore</b> 20	<b>Trophy</b> Silver
<b>Developer Tip</b> You need to get at least 30 hits to get this. Playing in the Game Grids and picking up the User Mode powerup is one quick way to trigger this since you can't get hurt when hit. Playing against bots is also easier than humans.			
	<b>PLEASE COME AGAIN</b> Bought your first upgrade	<b>Gamescore</b> 5	<b>Trophy</b> Bronze
<b>Developer Tip</b> Upgrades must be purchased in the System Upgrades screen accessible from any Disc Stations in single player, or the multiplayer Lobby. Any item purchased will count towards this achievement/trophy.			
	<b>LIGHT DISC MODDER</b> Bought all disc mods	<b>Gamescore</b> 20	<b>Trophy</b> Silver
<b>Developer Tip</b> You must purchase all Disc Mods listed under the Disc Mods header in the System Upgrades screen accessible from any Disc Stations in single player, or the multiplayer Lobby. You must be at least Version 21 for these items to be unlocked.			
	<b>GAME GRID TACTICIAN</b> Bought all enhancers	<b>Gamescore</b> 30	<b>Trophy</b> Silver
<b>Developer Tip</b> You must purchase all Enhancers listed under the Game Grid Enhancers header in the System Upgrades screen accessible from any Disc Stations in single player, or the multiplayer Lobby. You must be at least Version 50 for these items to be unlocked.			
	<b>DIGITAL SHOPPING SPREE</b> Bought all character upgrades	<b>Gamescore</b> 30	<b>Trophy</b> Silver
<b>Developer Tip</b> You must purchase all character upgrades listed under the Software Upgrades header in the System Upgrades screen accessible from any Disc Stations in single player, or the multiplayer Lobby. You must be at least Version 20 for these items to be unlocked.			

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	<b>MAYBE THIS WILL DO SOMETHING</b> Captured a Power Node or Tank Node in the Game Grid	<b>Gamescore</b> 10	<b>Trophy</b> Bronze
<b>Developer Tip</b> You can play a Power Monger game in the Game Grids, or any vehicle map. Fastest way to do this is selecting Multiplayer from the Main Menu and creating a Power Monger match. A power node is a platform with a floating number above it. Standing on the platform for a few seconds will allow the player to capture it. Alternatively, in vehicle maps you can find tank nodes (identifiable with a floating letter). Standing on the platform for a few seconds will allow you to capture it.			
	<b>GAME GRID NEWBIE</b> Played a match in the Game Grid	<b>Gamescore</b> 10	<b>Trophy</b> Bronze
<b>Developer Tip</b> You need to play a match in the Game Grid. You only need to complete the match; you don't have to win. Any game mode can be played.			
	<b>IT'S ONLY THE BEGINNING</b> Won an online Disintegration match in the Game Grid. Two or more human players required	<b>Gamescore</b> 15	<b>Trophy</b> Bronze
<b>Developer Tip</b> You need to play a match in the Game Grid with at least another human player. The match type needs to be Disintegration and you need to win. Fastest way to do this is selecting Multiplayer from the Main Menu and creating a Disintegration match.			
	<b>HOORAY FOR OUR SIDE</b> Won an online Team Disintegration match in the Game Grid. Two or more players required	<b>Gamescore</b> 15	<b>Trophy</b> Bronze
<b>Developer Tip</b> You need to play a match in the Game Grid with at least another human player. The match type needs to be a Team Disintegration and you need to win. Fastest way to do this is selecting Multiplayer from the Main Menu and creating a Team Disintegration match.			
	<b>I THINK I LIKE THIS</b> Won an online Power Monger match in the Game Grid. Two or more human players required	<b>Gamescore</b> 15	<b>Trophy</b> Bronze
<b>Developer Tip</b> You need to play a match in the Game Grid with at least another human player. The match type needs to be Power Monger and you need to win. Fastest way to do this is selecting Multiplayer from the Main Menu and creating a Power Monger match.			
	<b>WE MADE IT!... THIS FAR</b> Drove a total of 15,000 Kilocycles with your Light Cycle or Light Tank	<b>Gamescore</b> 15	<b>Trophy</b> Bronze
<b>Developer Tip</b> The easiest way to do this is driving around in the vehicle enabled Game Grids (Circuit Board or Defrag). Set a match time to 20 minutes and keep driving.			
	<b>UP CLOSE AND PERSONAL</b> Derezzed 100 enemies with melee	<b>Gamescore</b> 30	<b>Trophy</b> Bronze
<b>Developer Tip</b> Use melee-based attacks to derezz 100 enemies. You can keep track of this stat by going to the Data Logs screen in the Extras section of the Main Menu.			
	<b>IT'S ALL IN THE WRISTS</b> Derezzed 500 enemies with your Light Disc	<b>Gamescore</b> 30	<b>Trophy</b> Bronze
<b>Developer Tip</b> You must derezz the required number of enemies with your Light Disc. You can keep track of this stat by going to the Data Logs screen in the Extras section of the Main Menu.			

	<b>KNOCK KNOCK KABOOM!</b> Derezzed 50 enemies with your Bomb Disc	Gamescore <b>30</b>	Trophy <b>Bronze</b>
<b>Developer Tip</b> You acquire this disc at Version 7. The power attack button is used to initiate this attack. You need energy to use this attack. You must derezz the required number of enemies in single or multiplayer. You can keep track of this stat by going to the Data Logs screen in the Extras section of the Main Menu.			
	<b>YOU'RE NOT GOING TO LIKE THIS</b> Corrupted 25 enemies with your Corruption Disc	Gamescore <b>30</b>	Trophy <b>Bronze</b>
<b>Developer Tip</b> You acquire this disc at Version 15. The power attack button is used to initiate this attack. You need energy to use this attack. You must corrupt the required number of enemies in single or multiplayer. You can keep track of this stat by going to the Data Logs screen in the Extras section of the Main Menu.			
	<b>YOU'RE SLOWER THAN ME</b> Derezzed 25 enemies with your Stasis Disc	Gamescore <b>30</b>	Trophy <b>Bronze</b>
<b>Developer Tip</b> You acquire this disc at Version 12. The power attack button is used to initiate this attack. You need energy to use this attack. You must derezz the required number of enemies in single or multiplayer. You can keep track of this stat by going to the Data Logs screen in the Extras section of the Main Menu.			
	<b>NEVER SAW IT COMING</b> Derezzed 50 enemies with your Heavy Disc	Gamescore <b>30</b>	Trophy <b>Bronze</b>
<b>Developer Tip</b> You acquire this disc at Version 2. The power attack button is used to initiate this attack. You need energy to use this attack. You must derezz the required number of enemies in single or multiplayer. You can keep track of this stat by going to the Data Logs screen in the Extras section of the Main Menu.			
	<b>WHAT A RIDE!</b> Derezzed 100 enemies while on the Light Cycle	Gamescore <b>30</b>	Trophy <b>Bronze</b>
<b>Developer Tip</b> The only way to do this is by driving around in the vehicle enabled Game Grids (Circuit Board or Defrag). Create or join a match and keep driving over opponents, or use your Light Disc while on the Light Cycle to derezz them.			
	<b>BOOM BOOM BOOM</b> Derezzed 200 enemies while in the Light Tank	Gamescore <b>30</b>	Trophy <b>Bronze</b>
<b>Developer Tip</b> The easiest way to do this is driving around in the vehicle enabled Game Grids (Circuit Board or Defrag). Create or join a match and keep driving over opponents, or fire the cannon to derezz them.			
	<b>UNSTOPPABLE</b> Derezzed 10 enemies before dying	Gamescore <b>30</b>	Trophy <b>Bronze</b>
<b>Developer Tip</b> Playing in the Game Grids and picking up the User Mode powerup is one quick way to trigger this since the player doesn't get hurt when hit. Playing against bots is also easier than humans.			
	<b>PLATINUM</b> Collect all trophies in TRON: Evolution	Gamescore <b>N/A</b>	Trophy <b>Platinum</b>
<b>Developer Tip</b> Collect all other trophies.			

## INTRODUCTION

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Locations  
Achievements  
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# TRON: EVOLUTION

## PRIMA ESSENTIAL GUIDE

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